

ARMY
OF

T W O

OFFICIAL GAME GUIDE

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BASED ON A GAME
RATED BY THE
ESRB





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When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and four children at their home in Northern California. It was with their help that Michael used his abilities and experience to write three travel/strategy guides on Disneyland and Southern California, in which he developed tips and hints to help vacationing families save time and money while maximizing their fun.

Special thanks to Jonathan Browne, Matt Turner, and Heather Alekson.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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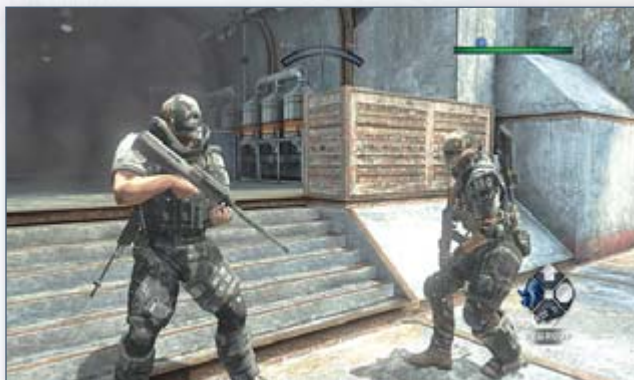
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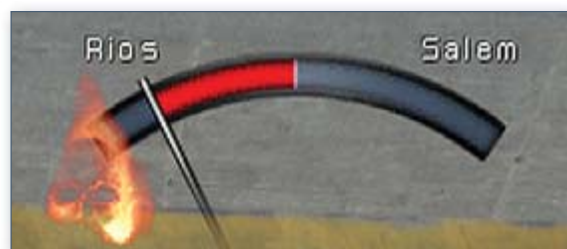
Modern combat is extremely dangerous. In most cases, you will be sent to fight in urban environments where the enemy is armed with automatic weapons and can hide in any number of places. Therefore, if you want to survive so you can earn a paycheck for your efforts, it is important that you know the basics. Although you may already be a veteran of combat in various environments, this time you can only rely on two people—yourself and your partner.

INTERFACE

Before we start the action, it is vital that you understand the game screen. It provides information on the status of both you and your partner, your armament, and even the extent to which the enemy perceives you as a threat.



AGGRO METER



Located at the top-center of the screen, the aggro meter is one of the most important tools you can use during combat. This meter reflects the amount of attention the enemy pays to you and your partner. The names at either end of the meter tell you which of you is getting the most attention. Your aggro is to the left and your partner's is to the right. Aggro and its importance is explained in greater detail in the following chapter.

HEALTH



Health is represented in two different ways. Your partner has a health bar located on the upper right corner of the screen. The bar begins full and green. As he takes damage, your partner's health bar begins to get smaller and turn yellow to show that he is taking damage. As your battle buddy continues to take hits, the bar will shrink even more and turn red. Your character does not have a health bar. Instead, both audio and visual cues let you know when you are taking damage. As you get hit, you will start to hear your heart beat and the screen will take on a reddish hue.

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If you keep taking more hits, the rate of the heartbeat will increase and the hue deepens. If you take too much damage, you can be incapacitated. Damage and healing is also covered in more detail in the next chapter.

AMMO



Your weapons do not come with unlimited ammo. They eventually run out of bullets and don't do you much good. Keep an eye on the

ammo counter in the screen's lower left corner. Like the damage icons, you can choose to have the ammo counter fade off the screen until you begin to get low. However, it is usually a good idea to keep it up at all times. The ammo counter is an icon with two numbers to its right. The top number is the number of rounds you have remaining in the weapon or clip. The bottom number is your total ammo supply. When the top number reaches zero, your weapon is empty and must be reloaded. When the bottom number reaches zero, you are out of ammo and need to switch to another weapon until you can find some more ammo.

ORDER WHEEL



Located in the lower-right corner of the screen, the order wheel allows you to give orders to your AI partner when playing the single-player game. Not only can you use this wheel to order him to advance, regroup, or hold, you can also order your partner to act aggressively or passively.

Furthermore, you can call up a camera window along the right side of the screen so you can see what your partner is seeing.

INVENTORY WHEEL



While holding down the inventory button, the order wheel changes to the inventory wheel. This allows you to change to various weapons. You can select from primary weapon, secondary weapon, special weapon, or grenade.

CO-OP CALL WHEEL



Hold down the co-op button and the order wheel changes to the co-op call wheel. This allows you to call for a co-op sniper mode or to switch weapons with your partner.

CHECKPOINT STATUS

Checkpoint		
	Kills	Total Cash
Rios	032	\$101,500
Salem	038	

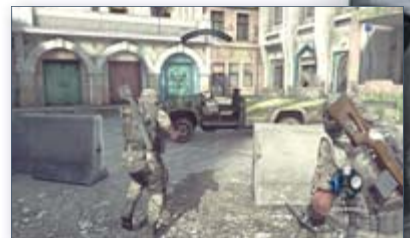
When you reach a checkpoint during a mission, an information box appears to the left of the aggro meter. This shows the amount of money you currently have in your account as well as the number of enemies killed by Rios and Salem during the current mission is displayed. When playing co-op with another player, this helps to determine who pulled more weight during combat, or who deserves bragging rights.

MOVEMENT

Although the battle occasionally comes to you, most often you need to move around the operations area to complete your objectives. As an Army Ranger and, later, a professional military contractor, you do most of your moving on foot.

WALKING AND RUNNING

You move around using the left control stick. Since this is an analog device, the amount you move the stick determines your speed. A little pressure on the stick causes your character to walk slowly. To run, use full pressure on the stick. The direction you move the stick is the direction your character moves. He always turns to move forward.



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LOOKING AND AIMING



The right control stick allows you to control the camera angle around your character. When shooting, the right control stick also controls your aim for the current weapon.

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CROUCHING



Pressing the left analog stick causes your character to crouch down. While you can't move as quickly while crouched,

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you make for a smaller target and are therefore harder for the enemy to hit. Another advantage to crouching is it allows you to hide behind cover. Crates, low walls, rocks, and other objects can protect you from enemy fire if you crouch down behind them. Unless you need to move quickly, it is always a good idea to move around in a crouch while in areas where enemies can be expected. When you come across an obstacle that you must duck under to advance, crouch down and walk under it.

ROLLING AND VAULTING



While moving during combat, rolling is a good way to get across open terrain while avoiding enemy fire. While moving, press the roll button to make your character roll in the direction you are moving—staying low while moving quickly. At times, you must get over a low obstacle. Press the roll button to make your character vault over the obstacle.

SLIDING INTO COVER



If you are moving toward an object that can provide cover for you, such as a wall or crate, press the roll button as you approach the object to make your character slide toward the cover and assume a crouched position behind the object at the end of the slide. Use this move when advancing under enemy fire.

GPS



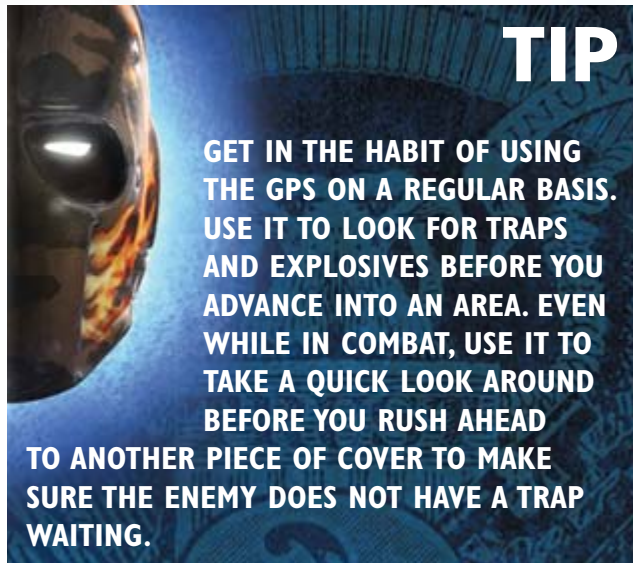
One of the most useful features, and one that is frequently forgotten, is the GPS. Press the GPS button to bring up the GPS view. The screen takes on a blue hue and a line of arrows shows you the path to advance to your next objective. Your current objectives are also listed on the screen. Use the GPS to keep from getting lost. In addition, traps and explosive devices appear in red while the GPS is active,

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BASIC TRAINING

making them much easier to detect. Another useful characteristic of your GPS is that icons appear to show you where co-op actions can be performed. Therefore, if you ever get stuck, check out the GPS to find clues about how to progress toward your objectives.



USING WEAPONS

As a soldier, you are not paid to simply move around an area. Anyone can do that. Instead, you must also neutralize enemies not only to complete your orders, but also to prevent them from killing you. To do this, you must use weapons.

FIRING WEAPONS



Almost all weapons work the same way. Press the fire button and the weapon begins shooting in the direction the camera is looking. Some weapons, such as pistols and sniper rifles, fire only a single round with each press of the fire button. Assault rifles and submachine guns, which have an automatic rate of fire, continue to fire as long as you hold down the fire button. Quickly pressing and releasing the fire button only fires the weapon in short bursts, which are much more accurate than long bursts.

A reticle in the center of the screen shows approximately where your bullets will hit. This type of combat is called suppression mode shooting. While this mode is not very accurate, it allows you full movement while firing. You can even fire in one direction while moving in the opposite direction. Suppression mode may not kill a lot of enemies, but it usually forces them to take cover, and gives you a chance to find some cover for yourself.

BLIND FIRING



While crouched down behind cover, pressing the fire button causes your character to raise his weapon above the cover and blind fire. This is not very accurate, but with an automatic weapon, it can be effective against enemies at close range. The advantage to blind firing is that your character is fairly safe from enemy fire coming from outside your cover.

PRECISION MODE



Precision mode is much more accurate than suppression mode. Hold down the precision mode button to make your view change to an over-the-shoulder view of your character. Use the reticle to take careful aim at a target before shooting. While in precision mode, your shooting is much more accurate; your initial shots are almost always right on target.

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Your movement is also affected while in precision mode. You can no longer run and are limited to a quick walk. Also, moving the right control stick turns your character to follow the reticule, rather than controlling the camera around your character. Moving the left control stick forward and back causes your character to advance forward or walk backward. Moving the left stick to the left or right results in a strafe to the left or right while your character stays facing the same direction.

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TIP

PRECISION MODE IS VERY SIMILAR TO A FIRST-PERSON VIEW AND CONTROLS OF A FIRST-PERSON SHOOTER TYPE GAME. IT IS BEST TO USE THIS MODE WHEN ENGAGING THE ENEMY—ESPECIALLY AT MEDIUM TO LONG RANGE.

USING SCOPES



If your current weapon is equipped with a scope, such as a sniper rifle or an RPG, holding down the precision mode button provides a view through the scope. Your character can't move while in this scope view. Instead, moving the left control stick up or down increases or decreases the scope's magnification level (if it can be adjusted at all). The right control stick still controls your aim. When using a scope, it is better to scan for enemies at low magnification, and then zoom in on them with a higher magnification before shooting.

RELOAD



Keep an eye on your ammo display. When your weapon is about empty, take the time to reload. This is accomplished by pressing the

reload button. The larger the magazine or clip—or round—the longer it takes to reload. As a general rule, it is a good idea to reload often. As soon as you defeat an enemy, and no others are immediately in view, take some time to reload so you have a full magazine when you engage the next enemy. There is nothing worse than going into a firefight with only a few rounds in your clip. There is no penalty for reloading since you do not lose the unused rounds in the clip. Therefore, reload early and often.

MELEE COMBAT



If you are in close proximity to an enemy, pressing the fire button cause your character to attack with the currently selected

weapon rather than firing that weapon. In the first three maps, these melee attacks usually kill an enemy with a single attack.

THROWING GRENADES



Grenades are used in a different way than firearms. While grenades are the currently selected weapon, a pull of the fire button

quickly throws a grenade in the direction the camera is facing. However, if you hold down the precision mode button, you see the path through which the grenade will be thrown with a red impact icon at the spot where it will land and detonate. When using grenades, be sure to use the precision mode. It is great for throwing grenades through doors or windows with perfect accuracy.

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TACTICS FOR TWO

TACTICS FOR TWO

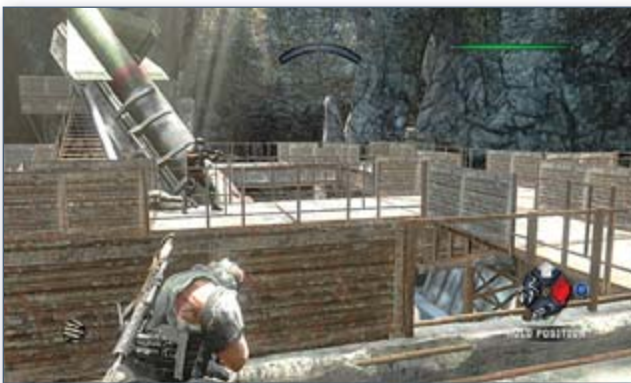


Army of Two is designed to be played by two players. Even if you are playing the campaign as a single player, you will have to work with your AI-controlled teammate to complete the missions. There is no way you can get through the campaign as a lone wolf. You must be a part of a team and work together as a team. While the last chapter covered the basics of the game, this chapter delves into the tactics you must use to succeed and earn money as a private military contractor.

BASIC TACTICS

Before going into the specific actions you have to use throughout the missions, it is important to have a good understanding of the basics of combat. As an *Army of Two*, you can always expect to be outnumbered. Your enemies are also using combat tactics, so if you want not only to survive, but also to dominate the battlefield, you need to master these three basic tenants.

USING COVER



In *Army of Two*, as in real combat, cover is life. Cover is any object behind which you can hide that also protects you from enemy fire. The maps in which you will be operating are filled with all types of objects that

provide essential cover, from stone walls to crates to even furniture. Get in the habit of ducking behind cover whenever you are not moving. If you are out in the open, you are an easy target. Even if no enemies are around, there might be a sniper in the distance just waiting for an idiot to stand around and provide an easy kill. While moving, you should be moving to cover. In fact, before you move from behind a piece of cover, you should already have picked out more cover and run toward it. When you're behind cover again, you can then concentrate on shooting at the enemies.

SUPPRESSIVE FIRE



While taking aim at enemies with the intent to kill them is a given for most games, suppressive fire plays an important role in *Army of Two*. Your enemies behave like real people. When someone is shooting at them, they tend to hide behind cover to avoid being hit by bullets. At times, you just want to get the enemy to duck and keep their heads down. For this, use suppressive fire. Suppressive fire is not as accurate as precision fire (as covered in the last chapter). However, you can use suppressive fire while running to give you a better chance of getting to cover. You can even use suppressive fire while hiding behind cover. Blind fire either over or around your cover. Although doing so is not very accurate, you can force the enemy to duck down and stop firing at you without having to stick out your head to aim. When working with your partner, suppressive fire becomes much more important. Use this type of attack to keep the enemy down while your teammate advances toward the enemy. We'll discuss this more later this chapter.

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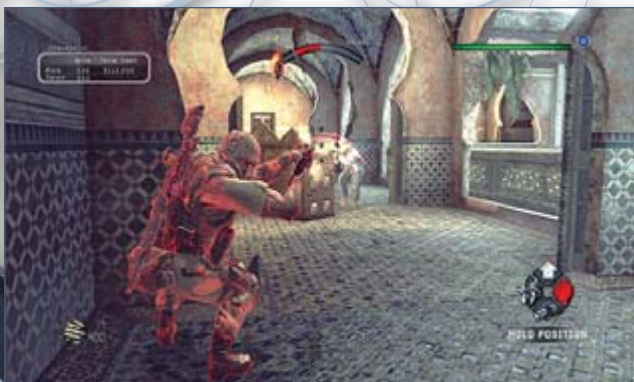
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FLANKING



Flanking is how you respond to an enemy behind cover. Cover only protects a person when it's between the person hiding and the enemy fire. Therefore, if the enemy won't move out from behind cover, you must maneuver around to a position from which the enemy no longer receives the protection of the covering object. In other words, instead of going at the enemy straight on, you try to hit them from the side or rear. Some enemies, such as heavy, who wear a lot of body armor on their front, or enemies manning machine gun turrets, can't be killed from the front. The only way to defeat these enemies is to flank them. As an Army of Two, one of you can use suppressive fire to keep the enemies' heads down while the other moves around the battlefield to fire at the enemy from a side or rear, where they have no cover or armored protection. To really make this tactic effective, you need to pay attention and use aggro.

AGGRO



In *Army of Two*, enemies are able to choose their own targets. They will always focus on the biggest threat. If you pose a bigger threat by continuously firing, moving out of cover, using grenades, and

charging at the enemy, the enemy will focus all their attention—and firepower—on you. While this is happening, no one is paying any attention to your teammate. He can move around without taking fire, or even recover health if he has been damaged. The aggro meter at the top of the screen illustrates the focus of the enemy as well as the shift between one partner to the other during the course of combat. To master *Army of Two*, it is vital that you not only understand aggro, but you must also know how to use it to your advantage.



Let's look at how aggro plays a role in combat using the basic tactics discussed earlier. Both teammates are behind cover and facing several enemies up ahead of them. One player begins blind firing over the cover while the other stays hidden. The firing player begins to build up aggro and all enemy fire concentrates on him. As the aggro increases, this player begins to glow red. Meanwhile, the hiding player begins to appear partially transparent—no one is paying any attention to him. As a result, this ignored player can advance forward to flank the enemy while they are concentrating on his firing teammate. Fighting against heavy soldiers and turrets requires the use of aggro so one teammate can get behind the enemy for a kill.

FEIGNING DEATH

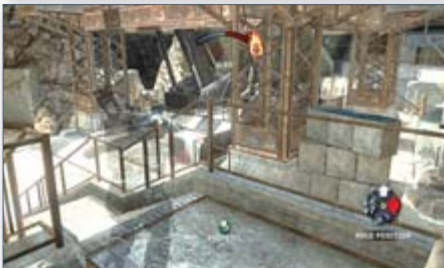
When your health is at a quarter or less, you can play dead. Doing so puts your character into a rag-doll state with the appearance of being dead. This flushes all your aggro and increases your partner's in hopes that the enemy will shift their attention to him. While in this downed state, you don't regenerate as normal and are still vulnerable to attack from enemies. If this tactic is used more than once around the same enemies, they will pick up on the fact you are playing dead and really kill you.

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TACTICS FOR TWO

OVERKILL



After spending a set amount of time at maximum aggro, Overkill mode becomes available via a

pop up button indicator. Press the action button to enter this mode. Overkill mode lasts several seconds, and when it ends, the aggro meter returns to its middle, balanced state. During Overkill mode, the partners take on new abilities, depending on their accumulated aggro. The player with the most aggro (the max aggro player) is limited to walking slowly and firing during Overkill. He can't take cover, roll, or do any other such action. However, all damage he inflicts on enemies is doubled. All enemies pay full attention to the max aggro player. The min aggro player (the partner with the least aggro) goes nearly transparent and moves at double the normal speed. He is forced to use the secondary weapon and all melee attacks he performs are lethal—killing instantly. No enemies pay attention to the min aggro player until the Overkill mode wears off. The NPCs also move in slow motion for both players, making the speed advantage of the less aggro player even greater.



TIP

WHEN PLAYING SINGLE-PLAYER, IF YOUR PARTNER BUILDS UP MAX AGGRO, YOU CAN ACTIVATE THE OVERKILL MODE. YOUR PARTNER WILL BEGIN TO ADVANCE AGAINST THE ENEMY AND YOU CAN MOVE ABOUT UNDETECTED. SINCE YOU CAN ONLY USE YOUR SECONDARY WEAPON, GO FOR HEADSHOTS AS YOU MOVE QUICKLY AROUND. JUST BE SURE TO WATCH THE TIMER AND GET BEHIND COVER BEFORE OVERKILL MODE ENDS. YOU DON'T WANT TO BE OUT IN THE OPEN WITH ENEMIES ALL AROUND WHEN THEY SUDDENLY NOTICE YOU.

GIVING COMMANDS



During single-player campaign missions, the AI controls your partner. He will automatically engage the enemy and advance toward objectives. However, by giving commands, you can coordinate his actions with your own to fight much more effectively. There are three basic orders you can give to your partner as well as two modes you can set for him.

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AGGRESSION

For each of the three orders, you can also select a mode—aggressive or passive. While in aggressive mode, your teammate fires constantly and builds up a lot of aggro. As such, he takes a lot of fire as well as damage. On the other hand, passive mode order your teammates to take cover and only engage those enemies that approach him or offer a nearby threat to him. As a result, his aggro drops—especially if you start firing away and building up aggro.

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REGROUP

Regroup orders your partner to move to your location and then follow you as you move. This is the standing order and is best used while advancing through areas within a mission.

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By keeping your partner close, he helps protect you and add his firepower to your own as you encounter enemies. If your partner is in aggressive mode, he will stick close to you and fire away, trying to build up aggro while he defends you. In contrast, while in passive mode, he will only fire on nearby threats and let you build up the aggro while he follows you around.

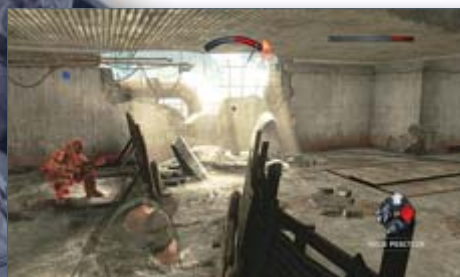
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ADVANCE

At times you will want your teammate to move forward on his own. Advance sends your partner moving toward enemies. If set to aggressive, he moves out from behind cover and concentrates on killing enemies rather than on his own protection. If you are taking a lot of fire and the enemy is totally concentrating on you, order your partner to advance; his aggro will increase while yours decreases. Just be careful when using advance in aggressive mode since it can get your partner killed if you don't pay attention and help him out. Advance can also be useful in passive mode. This time, your teammate will again advance against the enemy. However, he will use cover and move to flanking positions, which is much easier to do when you have all the aggro. Use this if you want your partner to flank a turret or heavy soldier while you provide suppression fire.

HOLD POSITION



Give your teammate a hold position order to make him move to the nearest cover and stay put. If in aggressive mode, he fires constantly—acting

just like a turret—and build up a lot of aggro. Hold position can also be a great order to give when your partner is about to be killed. Just be sure to set the mode to passive. He then ducks behind cover, firing only on nearby threats for self preservation. This allows your partner to recover his health.

TIP

DURING AN ENGAGEMENT AGAINST THE ENEMY, IT'S IMPORTANT TO PAY ATTENTION TO YOUR PARTNER'S ORDERS AS WELL AS HIS MODE. IF YOU LIKE TO DO A LOT OF FLANKING, KEEP YOUR PARTNER IN AGGRESSIVE MODE WITH ORDERS TO HOLD POSITION. JUST BE READY TO SWITCH HIM TO PASSIVE MODE IF HE IS TAKING TOO MUCH DAMAGE.

CAMERA

Though not really an order, this feature activates your partner's over-the-shoulder view so you can see what he sees. This is very useful when the two of you are separated. You can see what the situation is near your partner and act accordingly.

INTERACTING WITH YOUR TEAMMATE



At times you will want to let your teammate know what you think about his actions. Walk up to him and press the action button to show your appreciation with a high five or air guitar duet. You can also show anger. Again, walk up to your partner, but this time press the fire button.

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TACTICS FOR TWO

You won't actually shoot him, but you will give him a punch or head butt to express your displeasure. You can use these when playing single-player or co-op with another player.

CO-OP ACTIONS

Army of Two offers several different actions that require two people to perform—your partner and you. Many times during the campaign, must work together with your partner and use these co-op actions to get past an obstacle or survive a threat. Many of these are context or location sensitive. Check your GPS frequently to see if any co-op actions are available in your current area. This is especially true if you get stuck and don't know what to do. A co-op action may just the thing you need to continue.

BACK-TO-BACK



Back-to-back is the signature move of *Army of Two*. It essentially connects you with your partner, making you into a heavily armored, stationary turret. One player stands central and the other rotates around him, ducking when he crosses the line of fire of the standing partner. You each have a 360 degree field of fire. In addition, time slows down to represent your quicker reaction time. You also get huge boosts to accuracy, damage, and armor. As if that were not enough to make this maneuver valuable, you also don't use up *any* of your ammo while in this mode. The trade off is that you can't move anywhere but within your circle. You only use back-to-back at scripted times during missions.



CO-OP SNIPE



Co-op snipe allows you and your partner to coordinate a pair of long-distance kills at one time. Co-op snipe is the only co-op mode that has no proximity requirements to activate it. The big advantage of co-op snipe is the unique window layout that comes up when the mode is entered. You each get a three-window split on your respective screens. One pane shows your sniper view, one pane shows your partner's sniper view (so you can effectively coordinate an attack), and the last pane is a third-person view to show the area around each respective player to see if any enemies are near.

The best time to use this action is when you are trying to get through an area without arousing attention. If two enemies are guarding an area, use co-op snipe to kill them both at the same time before either can alert others.

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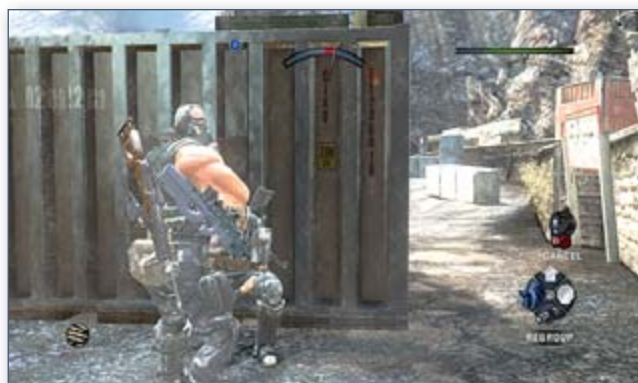
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TIP

BE SURE THE AREA IMMEDIATELY AROUND YOU IS SECURE BEFORE USING CO-OP SNIPE BECAUSE YOU ARE A SITTING DUCK WHILE IN THIS MODE.

STEP-JUMP AND PULL-UP



At times you must get up to a higher position without the use of a ladder or stairs. These spots are designated on the GPS. When you approach one of these locations, one teammate crouches and put his back to the surface of the object and waves the other partner over. The partner accepts by just walking to the crouched teammate and then automatically steps into his hands to be lifted. The crouched partner can lift the other partner by moving the left control stick up or down. Meanwhile, the partner being lifted can use suppressive or precision fire over the edge he is climbing to attack nearby enemies. Once at the maximum height, the lifted player can press up with the left thumbstick to climb up the rest of the way.

The pull-up usually follows a step-jump and gets both of you up on the same ledge. However, sometimes you may already be at different height levels and have to use the pull-up to get reunited. Once one character is above another on a ledge of the appropriate height the higher character can call for a pull-up using the action button. He lies on his stomach and drops an arm to the partner below and waves him over. Once in position, the partner below jumps up, grabs the arm of the character above, and is automatically pulled up.



TIP

IN ADDITION TO GETTING UP THE TOP OF LEDGES OR HIGHER FLOORS, YOU CAN ALSO USE THE STEP-JUMP TO CLIMB UP ONTO CONTAINERS FOR AN ELEVATED POSITION FROM WHICH TO ENGAGE THE ENEMY. JUST BE CAREFUL THAT BOTH OF YOU GET UP TO THE HIGHER LEVEL BECAUSE IF THE HIGHER TEAMMATE IS INCAPACITATED, THERE IS NO WAY FOR THE LOWER ONE TO GET UP TO HEAL HIM.

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TACTICS FOR TWO

RIOT SHIELD



During missions, you can find riot shields or create one of your own by pulling a door off a car. Press the action button while near one of these items to pick it up. While you are holding the shield, it acts as cover and takes all of the frontal damage. Watch the shield's health bar. Once it is depleted, the shield is destroyed. You can't fire your weapons while carrying the shield. However, your partner can get in behind you, entering shield mode automatically once he's close enough to you. While in this mode, the shield bearer controls the movement while the shooter fires the weapon. This co-op action ends when either the bearer drops the shield or the shooter cancels the action.



TIP

USING A SHIELD IS A GREAT WAY TO ADVANCE ON THE ENEMY WHEN THERE IS LITTLE OR NO COVER. TRY TO KEEP MOVING AND USE OTHER FORMS OF COVER TO PROTECT YOUR FLANKS. ALSO, WHEN YOU ARE CARRYING THE SHIELD, PRESS THE FIRE BUTTON TO WHACK NEARBY ENEMIES WITH THE SHIELD AND CAUSE MELEE DAMAGE.

PARACHUTING AND BASE JUMPING



Two missions begin with you and your partner parachuting and one mission also includes a segment where you must base jump. During each occasion, you jump tandem, with one player acting as the pilot who controls the parachute and the other player strapped to the pilot's chest; he functions as the gunner. The pilot controls the chute, causing it to move to the right or left as well as accelerating the rate of descent or stabilizing the fall by slowing the descent. The shooter fires normally, but his precision is better when the pilot slows down and stabilizes the descent. When playing single-player, you may be either the pilot or shooter, depending on the mission. As the shooter, you can use the orders wheel to tell the pilot what to do—thus giving you control over the parachute as well.

TIP

WHEN PARACHUTING OR BASE JUMPING AS THE SHOOTER, USE THE SNIPER RIFLE OR ANOTHER SCOPED WEAPON SINCE YOU MUST ENGAGE ENEMIES ON THE GROUND AT LONG RANGE. THIS MAKES IT MUCH EASIER TO SCORE SOME KILLS ON YOUR WAY DOWN.

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SWAP WEAPONS

NOTE

SWAP WEAPONS AND CO-OP SNIPE ARE THE ONLY TWO CO-OP ACTIONS THE PLAYERS CAN CALL UP WHENEVER THEY FEEL THE NEED.

If you are close to your partner, you can exchange your weapons. Whatever type of weapon you are currently holding is the type of weapon you exchange. For example, if you have your sniper rifle active, you exchange it for the special weapon your partner is carrying—not his primary or secondary weapon. This action provides some tactical flexibility to your plans. Just because you start off with the machine gun does not mean you have to provide fire support throughout the entire mission. Swap with your teammate for his shotgun or assault rifle and then be the flanker for a while.

DRAG PARTNER

During the course of combat, you or your partner may take enough damage to become immobilized.



This will often occur out in the open. Therefore, before the healing process can begin, it is a good idea to drag the wounded behind some cover. To get your partner out of the line of fire, move over to your teammate and press the action button to pull him out of harm's way. While pulling, a player can only use suppressive fire since he is dragging his partner with one hand and has only one hand for firing. The player being dragged can fire both suppressive and precision fire, but in a limited arc.

DAMAGE AND HEALING



When you and your teammate are hit by enemy fire, your health decreases. For your character, this is represented by the screen taking on a reddish hue along with an audible cue of a heartbeat to let you know you are taking damage. For your partner, damage is shown as his health bar on the right side of the screen shrinks and turns red. When all health has been lost, the character becomes immobilized and is unable to do anything until healed. An incapacitated character has only a limited amount of time to receive help before he dies. He can also continue to take damage if near an enemy and even be killed. To help out a fallen teammate, move over to him and hold down the action button, then drag him to cover. Then press and hold down the action button again to begin healing. If you take too much damage while healing, the process will end and you will have to start over. During the healing process, the wounded one can still fire at enemies to help protect his battle buddy. If both partners are wounded at the same time, you must restart at the last checkpoint.

TIP

WHEN PLAYING SINGLE-PLAYER, IF YOU ARE INCAPACITATED, YOUR AI TEAMMATE AUTOMATICALLY MOVES TO HEAL YOU. HOWEVER, YOU CAN STILL GIVE HIM ORDERS AND ADJUST HIS MODE. ONCE HE ARRIVES, HE WILL TRY TO DRAG YOU TO COVER AND THEN BEGIN HEALING YOUR WOUNDS.

TACTICS FOR TWO

PLAYING CO-OP

Army of Two is a lot of fun in single-player. However, it's even better when playing cooperatively with another player. You can do this on the same system in split screen mode or by connecting with other systems in either public or private co-op games. No matter which way you play through the campaign in co-op fashion, there are some things that will help you be more successful and work together better as a team.

COMMUNICATION

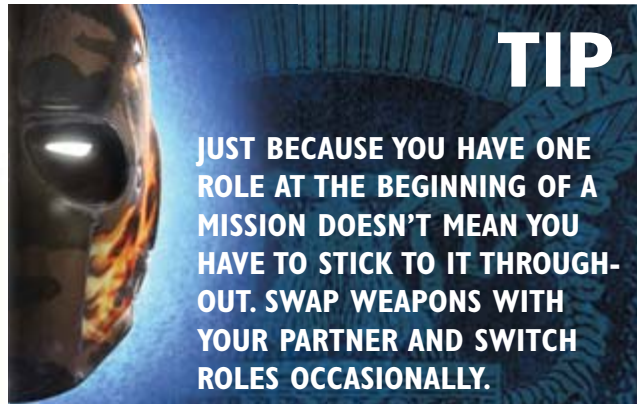


Just as you can easily give orders to your AI partner in single player, you can also use the command wheel in co-op to let your real life buddy know what you want them to do. In addition you can also actually talk to your partner either in person or via headset, wherever in the world he or she might be. Don't only chat about the weather and other innocuous topics—talk about what you are doing. If you want to rush forward to flank an enemy, tell your partner you need him or her to build up aggro and provide covering fire. Communication is also necessary for actions such as co-op snipe. You have to let each other know when to fire so you both fire at the same time. Just remember, if you want to work effectively together, talk it up.

DIVIDING THE RESPONSIBILITY

Teamwork is the name of the game in *Army of Two*. This begins before you even enter a mission. Divide up the responsibilities ahead of time and specialize your assignments. Since every mission requires flanking attacks, one player should be the flanker and the other player the fire support. The fire support player's job is to build up aggro and keep the enemies down through spewing suppressive fire. To do this, take along a machine gun or other primary weapon with many rounds and large magazines. Also upgrade

your weapon to increase its aggro ability. You want to be able to max out your aggro with as few shots as possible. Fire support should also have as heavy armor as you can afford since he or she will be the one taking all the enemy fire. The flanker is almost the opposite of the fire support: Limit your aggro as much as possible. While you want the firepower of an assault rifle, decrease its aggro by upgrading it with a silencer.



Divide up the firing arcs during an engagement. If you are being attacked by enemies from several directions, one of you should cover the left while the other covers the right. Once again, communicate to let your teammate know what you are doing. While using vehicles, one player is the driver and the other the gunner. It's important for the gunner to let the driver know when to slow down to increase his weapon accuracy. The gunner also serves as an extra set of eyes to let the driver know when to hit the gas because a lot of enemies are hot on your tail.

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ARMY OF TWO

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TOOLS OF THE TRADE

CHAPTER 2

Weapons are the tools private military contractors use to complete their assignments. In *Army of Two*, you earn monetary rewards every time you complete an objective. You can then use this money to purchase new weapons as well as upgrade those that you already own. Buy those weapons and upgrade them to fit your style of play.

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There are many different types of upgrades and not all types are available for each weapon. The main upgrades you want to purchase are new barrels for your weapons. Upgrading a barrel increases the amount of damage you inflict on the enemy with each hit. Stock upgrades make your weapon more stable and accurate, reducing the spread you get while firing several rounds in quick succession. If you want to be able to fire more rounds of ammunition without having to reload as often, get some cartridge upgrades. Some primary weapons allow you to attach front mounts. A grip increases your stability while the shotgun and grenade launcher attachments give you additional weapons attached to the front of rifle. If you want to decrease your aggro, then suppressors are the upgrade for you. On the other hand, if you want to increase your aggro and gain a bit more protection, mount a shield on your weapon. Finally, the ultimate customization is pimping your weapon. Not only do you look good, but the enemy will definitely take notice of you.

KEY TO UPGRADING

TYPE OF UPGRADE EFFECT

Barrel	Increases damage
Stock	Decreases spread
Cartridge	Increases ammo capacity
Front Mounts	Decreases spread or add weapons
Suppressors	Decreases aggro
Shield	Increases aggro and protection
Pimp	Increases aggro

HIERARCHY OF UPGRADING

If you have some money burning a hole in your fatigues, here is a suggestion of the order in which you should purchase upgrades.

1. **Damage**—Increase the damage each shot inflicts on the enemy. You can do this by either upgrading the barrel of your current weapon or purchasing a more powerful weapon.
2. **Ammo Capacity**—Having to reload frequently during a firefight can be a pain. Upgrade your weapon with larger cartridges to keep firing for longer periods of time.
3. **Stability**—The lower the spread of your weapon, the more hits you will score on your enemy. Upgrade your stocks or add a grip to the front mount to increase our weapon's stability.
4. **Aggro**—This varies depending on whether you want to be a flanker or the fire support. Flankers need to decrease their aggro with suppressors while fire support increases aggro with shields, front-mount weapons, and of course a cool pimp job.
5. **Body Armor**—As you progress and fight against tougher enemies, get some more protection to keep alive and fighting on the battlefield.

TOOLS OF THE TRADE

PRIMARY WEAPONS

Primary weapons are your main tools for completing an assignment. They consist of assault rifles, light machine guns, and even shotguns.

AK-47

Cost: \$900

Base Ammo Capacity: 30

Base Aggro: 1.0



NOTE

BASE AGGRO IS A RELATIVE NUMBER REFLECTING THE AMOUNT OF AGGRO GENERATED EACH TIME A ROUND IS FIRED. SNIPER RIFLES HAVE HIGH BASE AGGRO VALUES SINCE EACH ROUND CAN CAUSE A LOT OF DAMAGE. SUBMACHINE GUNS, ON THE OTHER HAND, HAVE LOW BASE AGGRO VALUES. HOWEVER, SINCE THEY CAN FIRE HUNDREDS OF ROUNDS PER MINUTE, THEY MAKE UP FOR THESE LOW VALUES BY THEIR SHEER VOLUME OF FIRE.

BARREL UPGRADES

PRYKHODKO SPETZNAZ MK.3



Cost: \$2,000

Upgrade: Increases damage and aggro

VLOCZ MK.2 BLACK LABEL



Cost: \$5,000

Upgrade: Increases damage and aggro

STOCK UPGRADES

AE9 STAR TACTICA



Cost: \$2,000

Upgrade: Decreases spread

AVTOMAT HARDLINER



Cost: \$6,000

Upgrade: Decreases spread

CARTRIDGE UPGRADES

50-ROUND MAGAZINE



Cost: \$5,500

Upgrade: Increases ammo capacity

70-ROUND DRUM MAGAZINE



Cost: \$9,500

Upgrade: Increases ammo capacity

100-ROUND CENTURY MAGAZINE



Cost: \$18,000

Upgrade: Increases ammo capacity

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FRONT MOUNTS E40 VERTIGRIP



Cost: \$2,000

Upgrade: Decreases spread, increases aggro

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870 MCS MASTER KEY SHOTGUN



Cost: \$12,500

Upgrade: Adds shotgun to weapon, increases aggro

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M203 40MM GRENADE LAUNCHER



Cost: \$25,000

Upgrade: Adds grenade launcher to weapon, increases aggro

SUPPRESSORS ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

AUG

Cost: \$17,500

Base Ammo Capacity: 30

Base Aggro: 0.75

BARREL UPGRADES

BVR LEBERKASE



Cost: \$2,500

Upgrade: Increases damage and aggro

SHIELD AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro



TEICHMAN MK.2



Cost: \$6,000

Upgrade: Increases damage and aggro

TOOLS OF THE TRADE

CARTRIDGE UPGRADES 60-ROUND MAGAZINE



Cost: \$6,000

Upgrade: Increases ammo capacity

FRONT MOUNTS E40 VERTIGRIP



Cost: \$2,000

Upgrade: Decreases spread, increases aggro

870 MCS MASTER KEY SHOTGUN



Cost: \$12,500

Upgrade: Adds shotgun to weapon, increases aggro

M203 40MM GRENADE LAUNCHER



Cost: \$25,000

Upgrade: Adds grenade launcher to weapon, increases aggro

SUPPRESSORS ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

TL3 SHADOW WARRIOR



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

SHIELD AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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Cost: \$150,000

Base Ammo Capacity: 12

Base Aggro: 5.5

PIMPED



Cost: \$10,000

Upgrade:

Increases aggro

FELIN-2C



Cost: \$16,000

Base Ammo Capacity: 30

Base Aggro: 0.75

BARREL UPGRADES

336 DOBERMAN



Cost: \$2,500

Upgrade: Increases damage and aggro

DM LEGIONNAIRE



Cost: \$6,000

Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

60-ROUND MAGAZINE



Cost: \$6,000

Upgrade: Increases ammo capacity

FRONT MOUNTS

E40 VERTIGRIP



Cost: \$2,000

Upgrade: Decreases spread, increases aggro

870 MCS MASTER KEY SHOTGUN



Cost: \$12,500

Upgrade: Adds shotgun to weapon, increases aggro

M203 40MM GRENADE LAUNCHER



Cost: \$25,000

Upgrade: Adds grenade launcher to weapon, increases aggro

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TOOLS OF THE TRADE

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

SHIELD

AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

FSPS-12



Cost: \$15,500

Base Ammo Capacity: 10

Base Aggro: 5.5

BARREL UPGRADES

HURST RIOT SPECIAL



Cost: \$4,000

Upgrade: Increases damage and aggro

DARK HORSE KT8



Cost: \$8,000

Upgrade: Increases damage and aggro

7337 DEFENDER



Cost: \$25,000

Upgrade: Increases damage and aggro

STOCK UPGRADES

T3LA HOSTILE ENVIRONMENT



Cost: \$4,500

Upgrade: Decreases spread

332 TACTICAL ATTACKER



Cost: \$7,000

Upgrade: Decreases spread

FRONT MOUNTS

E40 VERTIGRIP



Cost: \$2,500

Upgrade: Decreases spread, increases aggro

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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HK36

Cost: Initial Weapon

Base Ammo Capacity: 30

Base Aggro: 0.50



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BARREL UPGRADES

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NIGHTWATCH VO555



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Cost: \$2,500

Upgrade: Increases damage and aggro

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CL3 KRIEGER ZERSTORER



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Cost: \$5,000

Upgrade: Increases damage and aggro

STOCK UPGRADES

ALU-FLEX 228



Cost: \$2,000

Upgrade: Decreases spread

TRUESHOT RF2

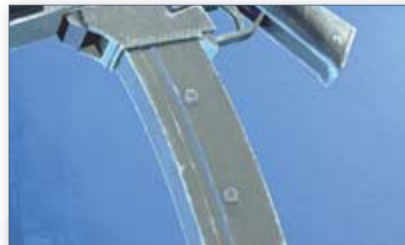


Cost: \$4,500

Upgrade: Decreases spread

CARTRIDGE UPGRADES

50-ROUND MAGAZINE



Cost: \$4,500

Upgrade: Increases ammo capacity

FRONT MOUNTS

E40 VERTIGRIP



Cost: \$2,000

Upgrade: Decreases spread, increases aggro

870 MCS MASTER KEY SHOTGUN



Cost: \$12,500

Upgrade: Adds shotgun to weapon, increases aggro

M203 40MM GRENADE LAUNCHER



Cost: \$25,000

Upgrade: Adds grenade launcher to weapon, increases aggro

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

TOOLS OF THE TRADE

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

SHIELD

AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

M134



Cost: \$175,000

Base Ammo Capacity: 200

Base Aggro: 3.0

PIMPED

Cost: \$10,000

Upgrade: Increases aggro



M249 SAW



Cost: \$20,000

Base Ammo Capacity: 60

Base Aggro: 1.25

BARREL UPGRADES

KLH WILD THING



Cost: \$3,000

Upgrade: Increases damage and aggro

ARDSMAN ROADBLOCK



Cost: \$6,000

Upgrade: Increases damage and aggro

RWS HOTSAW V2



Cost: \$22,000

Upgrade: Increases damage and aggro

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STOCK UPGRADES RIS STADYSHOT



Cost: \$5,000
Upgrade: Decreases spread

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CARTRIDGE UPGRADES

120-ROUND SAW BELT MAGAZINE



Cost: \$11,500
Upgrade: Increases ammo capacity

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SHIELD AEGIS GUARDIAN V1



Cost: \$5,000
Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000
Upgrade: Increases aggro

M3 SUPER 90



Cost: \$8,000
Base Ammo Capacity: 8
Base Aggro: 6.25

BARREL UPGRADES PLH SKELETON KEY



Cost: \$3,500
Upgrade: Increases damage and aggro

PAVONE GUERRIERD V5



Cost: \$7,000
Upgrade: Increases damage and aggro

X21 BLACK MONDAY



Cost: \$22,000
Upgrade: Increases damage and aggro

STOCK UPGRADES HN-H HARD FIGHTER



Cost: \$5,000
Upgrade: Decreases spread

FRONT MOUNTS E40 VERTIGRIP



Cost: \$2,500
Upgrade: Decreases spread, increases aggro

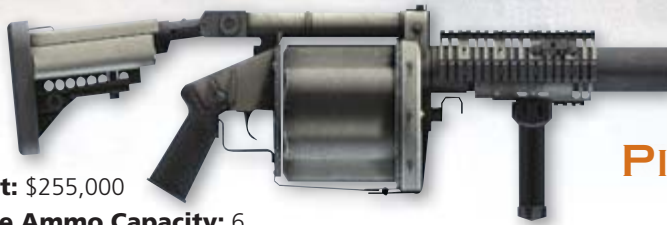
PIMPED



Cost: \$10,000
Upgrade: Increases aggro

TOOLS OF THE TRADE

MGL MK-X



Cost: \$255,000

Base Ammo Capacity: 6

Base Aggro: 8.0

PIMPED

Cost: \$10,000

Upgrade:

Increases aggro



PKM



Cost: \$24,500

Base Ammo Capacity: 100

Base Aggro: 1.50

BARREL UPGRADES

COMRADE 64



Cost: \$3,500

Upgrade: Increases damage and aggro

V47 SVYATOGO MIKHAIL



Cost: \$7,000

Upgrade: Increases damage and aggro

PKT AVTOMAT MK.2



Cost: \$24,500

Upgrade: Increases damage and aggro

STOCK UPGRADES

VINTOVKA 63



Cost: \$5,000

Upgrade: Decreases spread

SHIELD

AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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S-SYSTEM

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Cost: \$10,000

Base Ammo Capacity: 30

Base Aggro: 0.75

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BARREL UPGRADES

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G13 THUNDERSTRIKE



CHAPTER 5

Cost: \$2,500

Upgrade: Increases damage and aggro

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402 KNIGHT'S EDITION



CHAPTER 9

Cost: \$5,000

Upgrade: Increases damage and aggro

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STOCK UPGRADES

HL16 REFLEX CORE



Cost: \$2,500

Upgrade: Decreases spread

KEVLAR DELTA MK.4



Cost: \$5,000

Upgrade: Decreases spread

CARTRIDGE UPGRADES

60-ROUND BOX MAGAZINE



Cost: \$5,000

Upgrade: Increases ammo capacity

100-ROUND CENTURY MAGAZINE



Cost: \$12,500

Upgrade: Increases ammo capacity

FRONT MOUNTS

E40 VERTIGRIP



Cost: \$2,000

Upgrade: Decreases spread, increases aggro

870 MCS MASTER KEY SHOTGUN



Cost: \$12,500

Upgrade: Adds shotgun to weapon, increases aggro

M203 40MM GRENADE LAUNCHER



Cost: \$25,000

Upgrade: Adds grenade launcher to weapon, increases aggro

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

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TOOLS OF THE TRADE

TL3 SHADOW WARRIOR



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

SHIELD AEGIS GUARDIAN V1



Cost: \$5,000

Upgrade: Increases aggro, increases spread, adds protection

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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SECONDARY WEAPONS

Secondary weapons are usually your backup weapon. However, they can also provide you with an alternate type of attack. For example, if your primary weapon builds up aggro very quickly, you may want a secondary weapon with low aggro for when you want to avoid standing out in a firefight. During a period of Overkill, if you are the partner with no aggro, you can only use your secondary weapon until this mode is over.

.44 MODEL 29



Cost: \$25,000

Base Ammo Capacity: 6

Base Aggro: 6.0

BARREL UPGRADES

THOR'S HAMMER MK.2



Cost: \$5,000

Upgrade: Increases damage and aggro

CALHOUN HIGH NOON SPECIAL



Cost: \$12,500

Upgrade: Increases damage and aggro

EAM DEAD MAN'S HAND



Cost: \$30,000

Upgrade: Increases damage and aggro

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

DEAGLE



Cost: \$15,500

Base Ammo Capacity: 8

Base Aggro: 3.5

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BARREL UPGRADES

MK.76 SWORDFISH



Cost: \$4,000

Upgrade: Increases damage and aggro

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VIAU FINAL IMPACT MK.2



Cost: \$8,000

Upgrade: Increases damage and aggro

EAC BROWNE CLOSER V3



Cost: \$20,000

Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

12-ROUND EXTENDED MAGAZINE



Cost: \$4,000

Upgrade: Increases ammo capacity

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

G18C



Cost: \$14,000

Base Ammo Capacity: 24

Base Aggro: 0.15

BARREL UPGRADES

FREIKORPS BEFREIER V3



Cost: \$3,500

Upgrade: Increases damage and aggro

GASTON KEHRMASCHINE



Cost: \$7,000

Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

48-ROUND MAGAZINE



Cost: \$6,000

Upgrade: Increases ammo capacity

SUPPRESSORS

TSS QUIETSTRIKE



Cost: \$1,000

Upgrade:

Decreases aggro, decreases damage

ARRACUDA V300



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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TOOLS OF THE TRADE

M92 ELITE II



Cost: Initial Weapon
Base Ammo Capacity: 8
Base Aggro: 0.50

BARREL UPGRADES

JCP HAMMERHEAD



Cost: \$2,500
Upgrade: Increases damage and aggro

LTD SAMURAI EDGE



Cost: \$5,000
Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

16-ROUND MAGAZINE



Cost: \$4,000
Upgrade: Increases ammo capacity

SUPPRESSORS

TSS QUIETSTRIKE



Cost: \$1,000
Upgrade: Decreases aggro, decreases damage

BARRACUDA V300



Cost: \$2,000
Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000
Upgrade: Increases aggro

MP-11A1



Cost: \$4,000
Base Ammo Capacity: 40
Base Aggro: 0.15

BARREL UPGRADES

B31-X SHORTNOSE



Cost: \$3,000
Upgrade: Increases damage and aggro

TK200 GRINDER



Cost: \$5,000
Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

50-ROUND MAGAZINE



Cost: \$4,000
Upgrade: Increases ammo capacity

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SUPPRESSORS XII SILENT STORM



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

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T22 WIDEBODY



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

MP5K



Cost: \$18,000

Base Ammo Capacity: 40

Base Aggro: 0.25

BARREL UPGRADES

CX-21 WARCHIEF



Cost: \$4,000

Upgrade: Increases damage and aggro

HL18 STORMCROW



Cost: \$8,000

Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

50-ROUND EXTENDED MAGAZINE



Cost: \$5,000

Upgrade: Increases ammo capacity

SUPPRESSORS

TSS QUIETSTRIKE



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

BARRACUDA V300



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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TOOLS OF THE TRADE

MP7



Cost: \$17,500
Base Ammo Capacity: 50
Base Aggro: 0.65

PIMPED



Cost: \$10,000
Upgrade: Increases aggro

P90



Cost: \$12,500
Base Ammo Capacity: 60
Base Aggro: 0.50

BARREL UPGRADES

HANEMAN SENATOR MK.19



Cost: \$3,500
Upgrade: Increases damage and aggro

KOWALSKI DRAGOON V3



Cost: \$7,000
Upgrade: Increases damage and aggro

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000
Upgrade: Decreases aggro, decreases damage

BLACK RIDGE STATIC STORM



Cost: \$2,000
Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000
Upgrade: Increases aggro

SKORPION



Cost: \$7,500
Base Ammo Capacity: 40
Base Aggro: 0.35

BARREL UPGRADES

SANJEV SWEEPER



Cost: \$3,000
Upgrade: Increases damage and aggro

PZ6 WHIRLWIND PRO



Cost: \$6,000
Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

50-ROUND MAGAZINE



Cost: 4,000
Upgrade: Increases ammo capacity

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SUPPRESSORS

TSS QUIETSTRIKE



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

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BARRACUDA V300



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

SOCOM MK.23



Cost: \$6,000

Base Ammo Capacity: 12

Base Aggro: 1.0

BARREL UPGRADES

TRITON ST51



Cost: \$2,500

Upgrade: Increases damage and aggro

RSOC PENTAGON ELITE



Cost: \$5,000

Upgrade: Increases damage and aggro

CARTRIDGE UPGRADES

24-ROUND MAGAZINE



Cost: \$5,500

Upgrade: Increases ammo capacity

SUPPRESSORS

FSA NIGHT WING MK.7



Cost: \$1,000

Upgrade:

Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

TOOLS OF THE TRADE

SPECIAL WEAPONS

Special weapons include several different types of weapons. While sniper rifles make up the majority, you also have access to rocket-propelled grenade launchers as well as anti-air missiles. Special weapons all have a very limited amount of ammo, so use them sparingly for distant or heavily protected targets.

DSR-1



Cost: \$17,500

Base Ammo Capacity: 10

Base Aggro: 5.2

BARREL UPGRADES

KAHNSTIEG RX88 GEIST



Cost: \$4,500

Upgrade: Increases damage and aggro

FLOOD MANHUNTER MK.6



Cost: \$11,000

Upgrade: Increases damage and aggro

STOCK UPGRADES

G61 HARBACK



Cost: \$5,000

Upgrade: Decreases spread

TANNANHAUS RANGER MK.4



Cost: \$8,000

Upgrade: Decreases spread

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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FIM92 STINGER

Cost: \$42,500

Base Ammo Capacity: 1

Base Aggro: 9.0



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PIMPED

Cost: \$10,000

Upgrade:

Increases aggro



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M107 LIGHT 50

Cost: \$75,000

Base Ammo Capacity: 10

Base Aggro: 8.0



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PIMPED

Cost: \$10,000

Upgrade:

Increases aggro



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M14

Cost: Initial Weapon

Base Ammo Capacity: 5

Base Aggro: 5.0



BARREL UPGRADES

MINUTEMAN DE76



Cost: \$4,000

Upgrade: Increases damage and aggro

THE MARCH RIDER



Cost: \$8,000

Upgrade: Increases damage and aggro

STOCK UPGRADES

LIBERTY TS1200



Cost: \$3,500

Upgrade: Decreases spread

FREEDOM MODEL 3



Cost: \$6,000

Upgrade: Decreases spread

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CARTRIDGE UPGRADES

8-ROUND MAGAZINE



Cost: \$6,500

Upgrade: Increases ammo capacity

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

MSG-90

Cost: \$12,500

Base Ammo Capacity: 5

Base Aggro: 5.58



BARREL UPGRADES

MGS SNIPER-WULF MK.2



Cost: \$4,000

Upgrade: Increases damage and aggro

BLACK BRIAR ELITE



Cost: \$9,500

Upgrade: Increases damage and aggro

STOCK UPGRADES

REFLEX T37 BLACK-HORSE



Cost: \$4,000

Upgrade: Decreases spread

RMS JERICO 5

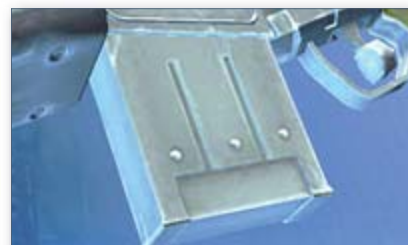


Cost: \$7,000

Upgrade: Decreases spread

CARTRIDGE UPGRADES

8-ROUND MAGAZINE



Cost: \$7,500

Upgrade: Increases ammo capacity

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

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L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

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PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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RPG-7 V1



Cost: \$9,500

Base Ammo Capacity: 1

Base Aggro: 9.0

CHAPTER 10

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

SYD



Cost: \$20,000

Base Ammo Capacity: 5

Base Aggro: 6.4

BARREL UPGRADES

VOLGOGRAD RED HAMMER



Cost: \$4,000

Upgrade: Increases damage and aggro

KIROVO-CHEPETSK REDSTAR R110



Cost: \$7,500

Upgrade: Increases damage and aggro

STOCK UPGRADES

WINTER WAR PL13



Cost: \$4,000

Upgrade: Decreases spread

DM2 SNAIPERSKAYA



Cost: \$8,000

Upgrade: Decreases spread

CARTRIDGE UPGRADES

8-ROUND MAGAZINE



Cost: \$9,500

Upgrade: Increases ammo capacity

SUPPRESSORS

ACS NIGHT-OPS



Cost: \$1,000

Upgrade: Decreases aggro, decreases damage

L18 DEATH'S WHISPER



Cost: \$2,000

Upgrade: Decreases aggro, decreases damage

PIMPED



Cost: \$10,000

Upgrade: Increases aggro

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TOOLS OF THE TRADE

ARMOR

During each mission, you come under fire on a regular basis. Since some of those bullets are going to hit you, it is a good idea to make sure your character is well protected by body armor. Armor decreases the amount of damage for each hit you take by a certain percentage based on the weight of the armor you are wearing. Body armor never degrades or

wears out. It constantly offers the same amount of protection no matter how many times you are hit.

LIGHT BODY ARMOR

This is the entry level of body armor. When equipped, all incoming firearm damage is reduced by 5 percent per hit landed. This may not seem like quite a huge amount, but when you are facing a fully Automatic machine gun spraying out 40 rounds a second it can make all the difference in the world.



MEDIUM BODY ARMOR

This is the second level of body armor which is bulkier and stronger than the previous level. When equipped, all incoming firearm damage is reduced by 10 percent per hit landed. This makes a huge difference in the amount of time you can stay out in the open and build up your aggro. You can equip medium armor once you have completed the Afghanistan mission.



HEAVY BODY ARMOR

The third level is the maximum amount of armor that can be purchased. When equipped, all incoming firearm damage is reduced by 15 percent per hit landed. With this level of armor survivability increases greatly as well as the ability to really hold the enemy's attention longer. You can equip heavy armor once you have completed the Aircraft Carrier mission.



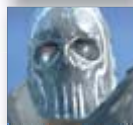
MASKS

Masks allow you to customize your look for both the campaign as well as Versus Mode games. The only difference between the masks are the looks. They all offer the same protection.



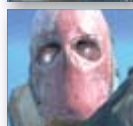
AO2 VETERAN

Cost: \$10,000



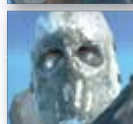
BLACK WATCH

Cost: \$10,000



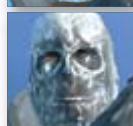
DARK HEART

Cost: \$10,000



DESERT STORM

Cost: \$10,000



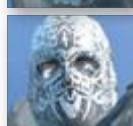
GREY WOLF

Cost: \$10,000



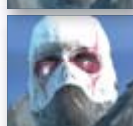
GRIM REMINDER

Cost: Initial Mask



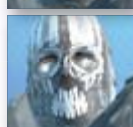
JUSTICE

Cost: \$10,000



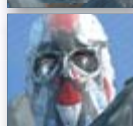
MOJAVE BRAVE

Cost: \$10,000



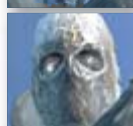
SIDEWINDER

Cost: \$10,000



SSC ELITE

Cost: \$10,000



STREET WARFARE

Cost: \$10,000



WOODLAND WAR

Cost: \$10,000

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WEAPON DAMAGE

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The following damage tables illustrate the amount of damage inflicted by each type of weapon according to the barrel. Base barrels are what come with a weapon when first purchased. The numbers in the tables represent the number of hits on an enemy required to kill that enemy.

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PRIMARY WEAPONS

Weapon	Barrel	Somali Grunt	Somali Elite	Somali Heavy	Mo'Alim (Somali boss)	Afghan Grunt	Afghan Elite	Afghan Heavy	Al Habiib (Afghan Boss)
AK47	Base	4	5	8	48	4	5	9	40
	Prykhodko Spetznaz MK.3	3	4	6	35	3	4	7	29
	Vlocz MK.2 Black Label	2	3	4	24	2	3	5	20
AUG	Base	3	3	6	34	3	3	6	28
	BVR Leberkase	2	2	4	23	2	2	4	19
	Teichman MK.2	2	2	3	16	2	2	3	13
DAO-X Protecta	Base	1	1	1	3	1	1	1	2
FELIN-2C	Base	2	2	4	19	2	2	4	16
	336 Doberman	1	1	2	11	1	1	2	9
	DM Legionnaire	1	1	2	7	1	1	2	6
FSPS-12	Base	1	1	2	7	1	1	2	6
	Hurst Riot Special	1	1	1	4	1	1	1	3
	Dark Horse KT8	1	1	1	3	1	1	1	2
	7337 Defender	1	1	1	2	1	1	1	2
HK36	Base	5	6	11	65	5	6	12	54
	Nightwatch VO555	4	5	8	48	4	5	9	40
	CL3 Krieger Zerstoror	3	3	5	32	3	3	6	26
M134	Base	1	1	1	3	1	1	1	3
M249 SAW	Base	2	2	3	18	2	2	4	15
	KLH Wild Thing	1	2	3	14	1	2	3	12
	Ardsman Roadblock	1	1	2	10	1	1	2	8
	RWS Hotsaw V2	1	1	2	8	1	1	2	6
M3 Super 90	Base	1	1	2	8	1	1	2	6
	PLH Skeleton Key	1	1	1	5	1	1	1	4
	Pavone Guerriard V5	1	1	1	3	1	1	1	3
	X21 Black Monday	1	1	1	3	1	1	1	2
MGL MK-X	Base	1	1	1	2	1	1	1	2
PKM	Base	1	2	3	15	1	2	3	13
	Comrade 64	1	1	2	10	1	1	2	8
	V47 Svyatogo Mikhail	1	1	2	7	1	1	2	6
	PKT Avtomat Mk.2	1	1	1	5	1	1	1	5
S-System	Base	4	5	8	48	4	5	9	40
	G13 Thunderstrike	2	3	5	30	2	3	6	25
	402 Knight's Edition	2	2	4	21	2	2	4	18

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Iraqi Grunt	Iraqi Elite	Iraqi Heavy	Youssef (Iraqi Boss)	Sayyaf Grunt	Sayyaf Elite	Sayyaf Heavy	Chinese Grunt	Chinese Elite	Chinese Heavy	SSC Grunt	SSC Elite	SSC Heavy Bodyguard	Clyde's s	Phillip Clyde
6	8	15	53	10	14	27	18	24	47	30	40	80	30	132
5	6	11	39	8	10	20	13	17	34	22	30	59	22	97
3	4	8	26	5	7	13	9	12	23	15	20	39	15	65
4	6	11	38	8	10	19	13	17	33	22	29	57	21	93
3	4	7	25	5	7	13	9	11	22	15	19	38	14	63
2	3	5	17	4	5	9	6	8	15	10	13	26	10	43
1	1	1	3	1	1	2	1	2	3	2	2	4	2	7
3	3	6	21	4	6	11	7	10	19	12	16	32	12	53
2	2	4	12	3	3	6	4	6	11	7	9	18	7	30
1	1	2	7	2	2	4	3	4	7	4	6	11	4	18
1	2	3	8	2	2	4	3	4	7	5	6	12	5	19
1	1	2	4	1	1	2	2	2	4	3	3	6	3	10
1	1	1	3	1	1	2	1	2	3	2	2	4	2	7
1	1	1	2	1	1	1	1	1	2	1	2	3	1	5
8	10	20	72	14	18	36	24	32	63	41	55	109	40	179
6	8	15	53	10	14	27	18	24	47	30	40	80	30	132
4	5	10	35	7	9	18	12	16	31	20	27	53	20	87
1	1	1	3	1	1	2	1	2	3	2	3	5	2	8
3	3	6	20	4	5	10	7	9	18	12	16	31	12	50
2	3	5	15	3	4	8	5	7	14	9	12	23	9	38
2	2	3	11	2	3	6	4	5	10	6	8	16	6	27
1	2	3	8	2	2	4	3	4	8	5	7	13	5	20
1	2	3	8	2	2	4	3	4	8	5	7	13	5	20
1	1	2	5	1	2	3	2	3	5	3	4	8	3	12
1	1	1	4	1	1	2	2	2	3	2	3	6	2	9
1	1	1	3	1	1	2	1	2	3	2	2	4	2	7
1	1	1	2	1	1	1	1	1	2	1	2	3	1	4
2	3	5	17	4	5	9	6	8	15	10	13	25	10	41
2	2	3	11	2	3	6	4	5	9	6	8	16	6	26
1	2	3	8	2	2	4	3	4	7	5	6	12	5	19
1	1	2	6	2	2	3	2	3	5	4	5	9	4	14
6	8	15	53	10	14	27	18	24	47	30	40	80	30	132
4	5	10	33	7	9	17	11	15	29	19	25	50	19	81
3	4	7	23	5	6	12	8	10	20	13	18	35	13	57

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SECONDARY WEAPONS

Weapon	Barrel	Somali Grunt	Somali Elite	Somali Heavy	Mo'Alim (Somali boss)	Afghan Grunt	Afghan Elite	Afghan Heavy	Al Habiib (Afghan Boss)
.44 Model 29	Base	1	1	1	4	1	1	1	4
	Thor's Hammer Mk.2	1	1	1	4	1	1	1	3
	Calhoun High Noon Special	1	1	1	3	1	1	1	2
	EAM Dead Man's Hand	1	1	1	2	1	1	1	2
BST-V1	Base	2	2	4	19	2	2	4	16
Deagle	Base	2	2	4	20	2	2	4	16
	Mk.76 Swordfish	1	2	3	13	1	2	3	11
	Viau Final Impact Mk.2	1	1	2	9	1	1	2	8
	EAC Browne Closer V3	1	1	1	6	1	1	1	5
G18C	Base	3	4	6	36	3	4	7	30
	Freikorps Befreier V3	2	3	4	25	2	3	5	21
	Gaston Kehrmaschine	2	2	3	18	2	2	4	15
M92 Elite II	Base	3	4	7	43	3	4	8	36
	JCP Hammerhead	2	3	5	30	2	3	6	25
	LTD Samurai Edge	2	2	4	21	2	2	4	18
MP-11A1	Base	3	4	7	40	3	4	7	33
	B31-X Shortnose	2	3	5	27	2	3	5	23
	TK200 Grinder	2	2	3	18	2	2	4	15
MP5k	Base	3	4	6	36	3	4	7	30
	CX-21 Warchief	2	3	4	25	2	3	5	21
	HL18 Stormcrow	2	2	3	17	2	2	3	14
MP7	Base	2	2	4	19	2	2	4	16
P90	Base	2	2	4	21	2	2	4	18
	Haneman Senator Mk.19	1	2	3	14	1	2	3	12
	Kowalski Dragoon V3	1	1	2	9	1	1	2	8
Skorpion	Base	5	7	12	70	5	7	13	58
	Sanjev Sweeper	4	5	8	48	4	5	9	40
	PZ6 Whirlwind Pro	3	4	6	35	3	4	7	29
SOCOM MK.23	Base	2	3	5	30	2	3	6	25
	Triton ST51	2	2	4	20	2	2	4	17
	RSOC Pentagon Elite	1	2	3	15	1	2	3	12

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Iraqi Grunt	Iraqi Elite	Iraqi Heavy	Youssef (Iraqi Boss)	Sayyaf Grunt	Sayyaf Elite	Sayyaf Heavy	Chinese Grunt	Chinese Elite	Chinese Heavy	SSC Grunt	SSC Elite	SSC Heavy Bodyguard	Clyde's s	Phillip Clyde
1	1	2	5	1	2	3	2	2	4	3	4	7	3	12
1	1	1	4	1	1	2	2	2	4	2	3	6	2	9
1	1	1	3	1	1	2	1	2	3	2	2	4	2	7
1	1	1	3	1	1	2	1	1	2	2	2	4	2	6
3	3	6	21	4	6	11	7	10	19	12	16	32	12	53
3	3	6	22	5	6	11	8	10	19	13	17	33	12	54
2	2	4	15	3	4	8	5	7	13	9	11	22	8	36
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5	6	12	40	8	10	20	14	18	36	23	31	61	23	100
3	4	8	28	6	7	14	9	12	24	16	21	42	16	68
3	3	6	20	4	5	10	7	9	17	11	15	30	11	49
5	7	14	48	10	12	24	16	21	42	28	37	73	27	120
4	5	10	33	7	9	17	11	15	29	19	25	50	19	81
3	4	7	23	5	6	12	8	10	20	13	18	35	13	57
5	7	13	44	9	11	22	15	20	39	25	34	67	25	109
4	5	9	30	6	8	15	10	13	26	17	23	45	17	74
3	3	6	20	4	5	10	7	9	18	12	16	31	12	50
5	6	12	40	8	10	20	14	18	36	23	31	61	23	100
3	4	8	28	6	7	14	9	12	24	16	21	42	16	68
2	3	6	19	4	5	10	6	8	16	11	14	28	11	46
3	3	6	21	4	6	11	7	10	19	12	16	32	12	53
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9	11	22	77	15	20	39	26	34	68	44	59	117	44	193
6	8	15	53	10	14	27	18	24	47	30	40	80	30	132
5	6	11	39	8	10	20	13	17	34	22	30	59	22	97
4	5	10	34	7	9	17	11	15	30	19	26	51	19	84
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SPECIAL WEAPONS

Weapon	Barrel	Somali Grunt	Somali Elite	Somali Heavy	Mo'Alim (Somali boss)	Afghan Grunt	Afghan Elite	Afghan Heavy	Al Habiib (Afghan Boss)
DSR-1	Base	1	1	1	4	1	1	1	3
	Kahnstieg RX88 Geist	1	1	1	3	1	1	1	2
	Flood Manhunter Mk.6	1	1	1	2	1	1	1	2
FIM92 Stinger	Base	1	1	1	1	1	1	1	1
M107 Light 50	Base	1	1	1	1	1	1	1	1
M14	Base	1	1	2	12	1	1	2	10
	Minuteman DE76	1	1	2	9	1	1	2	7
	The March Rider	1	1	1	6	1	1	2	5
MSG-90	Base	1	1	2	8	1	1	2	7
	MGS Sniper-Wulf Mk.2	1	1	1	5	1	1	1	5
	Black Briar Elite	1	1	1	4	1	1	1	3
RPG-7 V1	Base	1	1	1	1	1	1	1	1
SAL-86	Base	1	1	1	2	1	1	1	2
SVD	Base	1	1	1	2	1	1	1	2
	Volgograd Red Hammer	1	1	1	2	1	1	1	2
	Kirovo-Chepetsk Redstar R110	1	1	1	1	1	1	1	1

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Iraqi Grunt	Iraqi Elite	Iraqi Heavy	Youssef (Iraqi Boss)	Sayyaf Grunt	Sayyaf Elite	Sayyaf Heavy	Chinese Grunt	Chinese Elite	Chinese Heavy	SSC Grunt	SSC Elite	SSC Heavy Bodyguard	Clyde's s	Phillip Clyde
1	1	2	4	1	1	2	2	2	4	3	4	7	3	10
1	1	1	3	1	1	2	1	2	3	2	3	5	2	7
1	1	1	2	1	1	1	1	1	2	2	2	3	2	5
1	1	1	1	1	1	1	1	1	1	1	1	2	1	3
1	1	1	1	1	1	1	1	1	1	1	1	2	1	3
2	2	4	13	3	4	7	5	6	11	8	10	19	7	32
1	2	3	9	2	3	5	3	4	8	6	7	14	5	23
1	1	2	7	2	2	4	3	3	6	4	5	10	4	17
1	2	3	9	2	3	5	3	4	8	5	7	13	5	21
1	1	2	6	2	2	3	2	3	5	4	5	9	4	14
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1	1	1	2	1	1	1	1	1	2	1	2	3	1	4
1	1	1	3	1	1	2	1	1	2	2	2	4	2	6
1	1	1	2	1	1	1	1	1	2	1	2	3	1	4
1	1	1	1	1	1	1	1	1	1	1	1	2	1	3



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STARTING A CAMPAIGN

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When you are ready to play through the *Army of Two* campaign, you can do so in a number of ways. First off, select Campaign Mode from the first menu. You now have four options from which to choose. If you are all by your lonesome, or don't feel like working with another player, start up the single-player game. You will take control of a character and the computer AI will control your partner. The other options are all cooperative games with you and another player each taking on the roles of the two main characters. If both of you are playing on the same system, select Split-screen. If you want to play with someone online, you can set up either a private or public co-op game.

Now that you have selected how you will play the campaign, it is time to move on. Choose New Campaign if this is your first time playing. After you have started a campaign, you can then continue from your last checkpoint, or select a mission that you have already unlocked and play it from the beginning. If you start a new campaign or decide to select a mission, your previously saved last checkpoint will be replaced. This screen also allows you to access the weapons menu, where you can purchase weapons and upgrades. However, if this is your first time playing the campaign, you are penniless and will have initial weapons provided for you.



SOMALIA

WHICH CHARACTER WILL YOU BE?

ELLIOT SALEM

When you begin a new campaign, you get to choose whether to play as Rios or Salem. As far as gameplay goes, it really doesn't matter which you choose. Here are the goods on each.

TYSON RIOS



Some men are born with instincts and some men are born with muscle. A few are born with both. Tyson Rios is one of those few.

Built like a Mack truck and raised on the mean streets of Brooklyn, Rios is a natural warrior—born to be a soldier. His tough resolve, readiness to fight, and love of heavy weaponry made him a perfect match for the US Army. Proving his mettle on the battlefield as a US Army Ranger in Somalia, Rios and his partner Elliot Salem attracted the attention of their Commanding Officer, Richard Dalton—and eventually, a small privatemilitary contracting firm called Security and Strategy Corporation.

In combat Rios can't be rattled. All instinct, he becomes one with the battlefield. He is careful in his movements, able to assess, adapt and overcome under pressure. Rios acts as a leader and a point of moral grounding for his less tame partner. Rios never forgets his mistakes and always learns from them, like the reminder he carries on his face. The scar—from a horrible explosion—reminds him of one cardinal rule of engagement which he once broke and never again: never let your guard down.



Eliot Salem's transition from being a small time teenage "gangsta" to a battle-hardened warrior was made easy by the Louisiana State Penal System. Choosing to serve his country rather than his fellow inmates, Eliot joined the US Army Rangers. While you can take Elliot out of the hood, you can't quite take the hood out of Elliot. His shady background

shows through as he is quick to accept morally questionable missions with the promise of a big payout, or take risks that other soldiers would consider too dangerous. Fortunately for him, Rios is always there to help steer him right and make him think before he acts.

Salem and Rios may bicker, but there's no denying that on the battlefield, the two make a great team. As Rios devises strategy, Salem executes it. Without fear, regret or remorse, Salem is able to run headlong into battle and rip apart any adversary—often before his foes realize what just hit them.

Never having really grown up, Eliot acts like a child, cusses like a sailor, and parties like a rock star. His terrible spending habits paired with his excessively materialistic lifestyle keep him in constant financial trouble—no matter how much money he makes, or what his nagging buddy Rios tells him.

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SELECT DIFFICULTY

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The final step before you get to start running around and shooting at things is to choose which level of difficulty you want for the campaign. There are three levels—Recruit, Contractor, and Professional. Recruit is the easiest and you can take more damage before becoming incapacitated or killed. Contractor and Operative are each successfully more difficult in that the enemy is more effective at hitting you and you can't take as much damage. If you are new to this type of game, start off as a Recruit. Otherwise go in as a Contractor. Leave Operative alone for now until you get comfortable with how to be an Army of Two—or your partner may find himself an army of one.

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RANGER TRAINING

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The first part of the campaign is a refresher training course. Even the highly skilled U.S. Army Rangers must train regularly to maintain their lethal edge. Since Rios and Salem have just deployed to Somalia as a part of Operation Restore Hope, you should take some time to get acclimated and learn how best to work together as a team.

Vault over this barrier.

Start off by getting used to moving around. Your first obstacle is a yellow metal barrier.

Press the roll/vault button to vault over the barrier. You can also use this move to get over low walls, sandbags, and other low obstacles.



Duck down to get under obstacles as well as to hide behind cover.

Now that you have proved you know how to jump over something, show that you can get low. Crouch down and duck under the next barrier by pressing the crouch button. This move comes in handy not only for getting through areas meant for vertically challenged people, but it is also good for staying alive in battle. Most areas contain low walls or other forms of cover behind which you can hide.



Practice precision shooting.

Itching to fire your weapon? Here is your chance. Stay low and move forward to the concrete wall. Four targets are positioned in the area out in front of you—two on the left side and two more on the right. Hold down the precision fire button to take aim, then knock down each target in turn with a quick burst of fire.



Blind fire at the turret to build up aggro.

After all targets have been hit, a soldier will move in from the right and man an MMG at the far end of the area behind the targets. You can't hurt the soldier behind all that armor. However, you can get his attention by using suppressive fire. Stay low and against the wall and release the precision fire button before firing at the MMG. This keeps your head down behind cover, giving you more protection at the cost of accuracy. However, in this situation, you are not trying to hit the soldier—just get his attention. As you fire at him, notice the aggro meter starts to move in your direction—and the machine gun fire is aimed at you. Stay low and you won't get hit.

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SOMALIA

TIP

NOTICE AS YOUR AGGRO BEGINS TO MAX OUT, YOUR CHARACTER STARTS GLOWING WITH A REDDISH HUE. THIS MEANS THAT THE ENEMY IS ENTIRELY FOCUSED ON YOU AND NOT EVEN PAYING ANY ATTENTION TO YOUR PARTNER.



Order your partner to build up aggro.

Now let's lie low and switch some of that aggro and machine gun fire to your partner. Until now, he has just been chillin' by your side. Using the order wheel, tell him get into aggressive advance mode. Since both of you are caged in for the moment, he can't move forward and instead blind fires at the turret. As long as you don't fire, the aggro meter begins to move in his direction. Once the gates open up, he advances to take cover behind one of the crates in the lower area. Make sure his aggro is high and then move around to one side of the turret to shoot the soldier from the flank, where he has no armored protection.



Flank the turret while your partner draws its fire.



TIP

WHILE YOUR PARTNER IS GLOWING RED WITH AGGRO, NOTICE HOW YOUR CHARACTER BECOMES SOMEWHAT TRANSPARENT. WHILE IN THIS MODE, YOU CAN MOVE AROUND WITHOUT TAKING ENEMY FIRE. HOWEVER, IF YOU STAY OUT IN THE OPEN AND GET CLOSE TO THE ENEMY, YOU BECOME A BIGGER THREAT—EVEN IF YOU DON'T SHOOT—AND YOU BEGIN GAINING AGGRO. THEREFORE, USE THIS TEMPORARY ADVANTAGE TO QUICKLY MOVE IN AND KILL THE ENEMY WHILE YOU ARE STILL TRANSPARENT.



Slide into cover.

Having fun yet? Don't worry, it gets better. Your next training is sliding into cover. This is just like little league baseball when you slide safe into home, right under the catcher's mitt. As you are walking or running toward cover, press the roll button and you will drop down and slide right up next to the cover, ending in a crouch. You're safe behind cover as the enemy fire flies over your head.

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Fire in the hole—or through the door.

The next stop is the firing range, where you get to throw a grenade. Follow the onscreen directions to pull out a grenade. Then hold the precision fire mode button. A series of markers illustrates the path the grenade will travel when your throw it. A red marker at the end shows where the grenade will land and detonate. Use the right control stick to aim so that the markers show that the grenade will go through the doorway. Then press the fire button to throw the grenade. What do you know? It went right where it was supposed to go.



Use precision fire to provide cover fire for your partner.

Switch back to your primary weapon and get ready for some more shooting. Take cover behind the concrete wall at the next area and then hold the precision fire mode button. Rather than firing blindly over the wall, you now raise your head above the cover and can aim as you press the fire button. This is much more accurate than blind firing. Your partner advances down into the area below. Fire at the enemies that appear from behind the cover and take them down before they can get your partner. It is tough to build up your aggro since your bud will be firing and closing on the enemy. However, if you keep up the fire and kill the enemies, you can prevent his aggro from getting high.



An air guitar moment.



Let's trade.

Before you head into another moment of combat, take some time to blow off some steam with your partner. You can show your appreciation by giving him five or even perform an air guitar duo. If your partner is angering you, you can also express anger. Just walk up to him and press the fire button to punch or head butt him. Finally, swap out weapons with your combat brother. Follow the onscreen directions to switch primary weapons.



Heavy soldiers are tough to kill.

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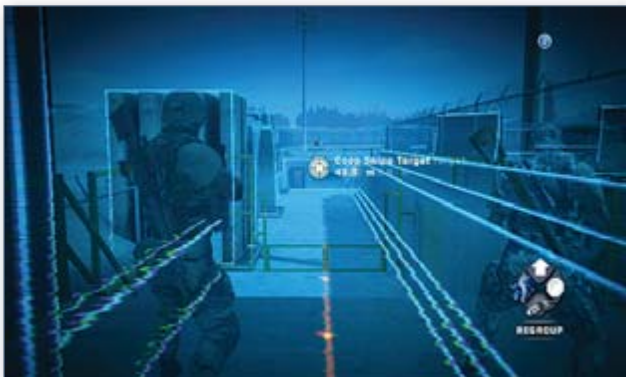
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The three-step program for killing heavy soldiers.

During missions, you come up against various types of enemies. Heavy soldiers wear some major body armor and are virtually indestructible—from the front. Although you can usually identify them by the way they look, you'll definitely notice their yellow health bar. So if you see that, you know you're going to have to work as a team to kill these SOBs. Start off by taking cover behind some sandbags. Order your battle buddy to aggressively hold position. He will blind fire at the heavy soldier. Wait until he starts glowing red, then make your way around to some sandbags to the side of the enemy. From here, you can fire at the heavy soldier's vulnerable flank and kill him.



The blue view of the GPS.

Order your partner to regroup on you in passive mode. It is now time to try out the GPS. Press the GPS button to toggle the GPS mode on. The screen goes blue and you see a line of moving arrows showing you where you need to go. In addition, you see an icon for a co-op snipe target. Move forward and then follow the onscreen direction to co-op snipe.



Co-op snipe to get rid of the two dummy targets.

When in this mode, the screen is divided into three areas. The top half shows a GPS view of your character so you can see his surroundings. The lower half shows both your sniper scope view as well as your combat brother's sniper scope view. Take aim at one of the dummy targets up on top of the wall directly ahead. Notice that your partner aims at the opposite target. Co-op sniping allows you to hit two targets almost simultaneously, so as soon as you fire, your partner fires too.

Back to back.



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After hitting both targets, you move out into an open area and use the back-to-back co-op attack. Walk out into the circle in the center to start the attack. This only occurs at certain times during missions. While back-to-back, you can't move forward or back—only side to side. You and your partner circle one another, one ducking under the others fire as needed. The cool thing about back-to-back is that you can fire as much as you want and not expend any ammo. Not only do you not have to reload, but also you can let the bullets fly without having to worry about needing them later in the mission.

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You have reached your final training exercise. This one is gonna hurt, though. Advance forward and then around the corner to the right. As you

are moving, you will be wounded and drop to the ground. Your partner will automatically approach and pull you back around the corner to safety. However, don't just sit for the ride. Use your weapon to kill the two enemy soldiers that come after the two of you. Even while being pulled to safety, you can still use precision fire for more accuracy. Once behind cover, your partner will heal you, so keep covering him. After you get back on your feet, move forward again, eliminating any remaining enemies, and continue out the gate to the waiting helicopter.

Advance to the chopper to end the training and begin the real combat operations.



WELCOME TO MOGADISHU

Lieutenant Colonel Dalton is waiting aboard the Blackhawk helicopter for you and your partner to board following your training exercises. He has the first mission for Rios and Salem. The helicopter carries you to the outskirts of Mogadishu and drops you off in a back alley.

MEET UP WITH PMC CONTACT CLYDE

RENDEZVOUS WITH PHILLIP CLYDE. HE WORKS FOR A PRIVATE MILITARY CONTRACTOR FIRM CALLED SSC. THE DEPARTMENT OF DEFENSE HAS HIRED HIM TO TAKE OUT SOMALI WARLORD ABDULLAH MO'ALIM. YOUR JOB IS TO PROVIDE SUPPORT AND HELP CLYDE IN ANY WAY YOU CAN.

REWARD: \$4,000



Where do we go now? The GPS says up that ladder.

Since you have just been dropped off in an unfamiliar city, this is a good time to check the GPS. It shows you where you need to go. Walk over to the ladder and press the action button to climb up the ladder to the top. Make sure your partner is behind you—order him to regroup if necessary—then advance into the building. Drop down through the hole in the floor.

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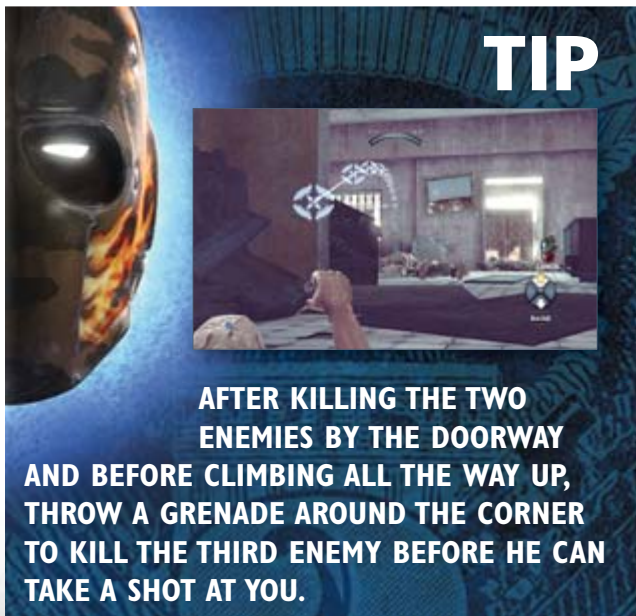
SOMALIA



Clear out the enemies before climbing up all the way.



Down in the basement, you have to use a step-jump co-op action to get out. If you're playing single-player, your partner automatically moves into position. Otherwise, one of the two players must move there and press the action button. Now the other partner can walk up to him to get a boost. The left analog changes to allow you to raise or lower yourself. Before you go up all the way, you see a couple of enemies with their backs to you. Hold down the precision fire mode button and take them out. Climb up all the way, then press the action button to pull your partner up. Another enemy is in the room around the corner to the left. Kill him and then advance cautiously toward the doorway.



TIP

AFTER KILLING THE TWO ENEMIES BY THE DOORWAY AND BEFORE CLIMBING ALL THE WAY UP, THROW A GRENADE AROUND THE CORNER TO KILL THE THIRD ENEMY BEFORE HE CAN TAKE A SHOT AT YOU.



Take cover behind these concrete barriers.

If you haven't done so already, order your partner to regroup on you and put him in aggressive mode. As you exit the building, rush toward the concrete barriers and slide into cover behind them. Order your partner to hold position. He begins to blind fire at the enemy and build up aggro. This gives you a chance to advance down the left side of the street unnoticed and hit the enemies from the flank.



While your partner uses his aggro to distract the enemy, sneak around the side to take them down.

Advance carefully down the street. Take cover and then order your partner to regroup on you. You can then order him to hold position to provide cover fire for you. Or, you can start blind firing at the enemy, build up your aggro till you are glowing, then order your partner to advance. He can then clear the way. Don't let him get too far ahead. Order him to hold position so you can then advance up to his position. This leapfrog advancing from cover to cover with one of you providing suppressing fire keeps you both alive and the enemies' heads down.

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TIP

AS YOU ARE WORKING YOUR WAY THROUGH THIS MISSION, BE SURE TO PICK UP AMMO DROPPED BY DEAD ENEMIES. IF YOU DON'T, YOU WILL PROBABLY RUN OUT BEFORE YOU GET TO THE END.

That Clyde is one bad mutha.



Clear out the enemies as you advance.



Climb up into this cart next to the truck for a good spot from which to fire. Then use your sniper rifle

to take out enemies at long range. Even if enemies are hiding behind cover, you can often see the tops of their heads and blow them away.

Continue advancing to the end of the street, killing enemies as you go. Once you are both at the end, you come under enemy sniper fire. However, Phillip Clyde is there to take them out. He makes a grand entrance to meet up with you.

ELIMINATE SOMALI WARLORD MO'ALIM

CLYDE'S NOT AROUND RIGHT NOW, SO YOU HAVE TO TAKE OUT MO'ALIM ON YOUR OWN. BE CAREFUL: MO'ALIM AND HIS MEN HAVE KILLED MANY ARMY RANGERS MORE SKILLED THAN YOU.

REWARD: \$4,500

Clyde may not be very friendly, but he can teach you a trick or two.



Rip that door off.



After meeting up with Clyde, your battle buddy and you come under attack from enemies pouring out of the Continental Hotel. Order your partner to hold position so he draws their fire while you walk over to the wrecked car. Press the action button to pull off the car door and use it for a shield. While holding the shield, you can't fire your weapons.

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SOMALIA

However, the shield acts as mobile cover. Order your bro to regroup and he gets in behind you to receive some protection from the shield as well while he fires at the enemies. Advance slowly down the street. If an enemy gets close, press the fire button to whack them with the door for a melee kill.



Shield the both of you with the door as you advance to the hotel.

Try to use the concrete barriers to protect your sides. If you start taking too much fire, cancel the co-op action and then advance normally, with one of you using suppression fire while the other advances to the next cover. After you have cleared out the street, head through the gate on the left side to enter the hotel grounds.



Advance into the hotel and meet Colonel Mo'Alim.

Move into the hotel and continue through a corridor to an interior courtyard. Mo'Alim is on the upper level. However, before you can go after him, his soldiers surround the two of you. You and your partner automatically go back-to-back. Since you don't use up any ammo in this

mode, just hold down the fire button and blow away the enemies surrounding you. After you kill off the initial enemies, focus your fire on those approaching through the corridor opposite where you entered the courtyard.



Clear out the enemies all around.



Use the chain wrapped around one of the pillars to pull it down so you can get up to the second level.

Once the back-to-back ends, take cover and continue to clear out the remaining enemies. When it's all clear, walk around to pick up all the ammo left behind. You now have to find a way to get up to the upper level. Use the GPS to locate a pillar with a chain. Walk over to it and press the action button. The Ranger duo uses the chain to pull down the pillar and create a way to jump up to the higher walkway where Mo'Alim and more soldiers are waiting.



Take cover and start firing at the enemy.

Once you are up, quickly take cover behind the archway supports and start firing at the enemies. You can blind fire around them to build up aggro as well as kill enemies that are close.

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Leapfrog with your battle buddy to advance, and use grenades to get those enemies that like to hide behind cover. Work your way around this upper walkway in a clockwise direction. The section where you pulled down the pillar can't be crossed, so as you advance, you push Mo'Alim back into a corner. A good tactic is to have one of you take up a position across the courtyard from the enemy while the other advances. Then, while the enemy is focused on one Ranger, the other can move in for the kill. Keep up the pressure until you have killed the Somali warlord and completed yet another objective.

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Since Mo'Alim is a boss enemy, his health bar has a skull and crossbones icon. He is easy to identify during the fight as he sports a cowboy hat and is armed with a gold AK-47.

REACH THE EXTRACTION POINT

YOU NEED TO REACH THE EXTRACTION POINT SO THAT YOUR COMMANDING OFFICER, LT. COL. RICHARD DALTON, CAN GET YOU AND PHILLIP CLYDE OUT OF THERE. YOU'VE COMPLETED YOUR MISSION, BUT IT WON'T DO YOU ANY GOOD IF YOU CAN'T GET OUT ALIVE.

REWARD: \$3,000



Those turrets at the end of the street are a threat. Blow up the fuel tank to take them out.



Now that Mo'Alim is dead, it's time to hightail it out of here. Advance down the alley and around the corner to the left to emerge on a market street filled with enemies. You have to get to the street's opposite end. However, a couple of machine gun turrets at the opposite end will chew you up unless you silence them. Order your partner to regroup on you and take cover. Co-op snipe at the fuel tank to the left of the turrets to eliminate one threat.



Get into position and co-op snipe at the fuel tank.

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SOMALIA

Order your combat bro to hold position while you go pick up a car door to use as a shield. Have your partner regroup on you and then begin advancing down the street. Try to stay to one side so you can't be flanked on two sides by the enemies. The shield gives you a chance to move forward a bit until you have more cover. Once you reach it, order your partner to hold position behind the cover, while you drop the door and begin advancing down the left side of the area.

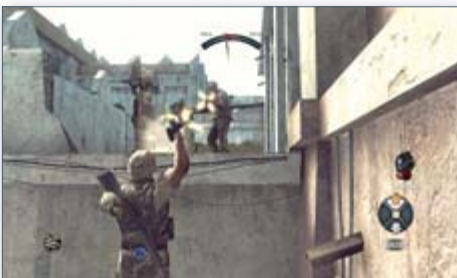


Use the co-op shield move to advance.



Advance to the far end of the street.

Clear out the enemies in and around the green market stall in the middle of the street. Once you get in a flanking position to one side, order your partner to advance. This lets at least one of you have a good angle on enemies behind cover. Don't forget to use any grenades you have left as well. The mission is almost over and you don't earn any extra money by taking those frags home with you. When the street is clear, regroup and run to the building where the machine gun turrets are.



Clear out the baloney before climbing up onto it.

Move around to the left side of the balcony and use the step-jump move. As you rise, shoot the enemy still on the balcony to make it safe. Climb up the rest of the way, then pull your battle buddy up with you.

USE THE GUN TURRETS TO SECURE THE EXTRACTION POINT

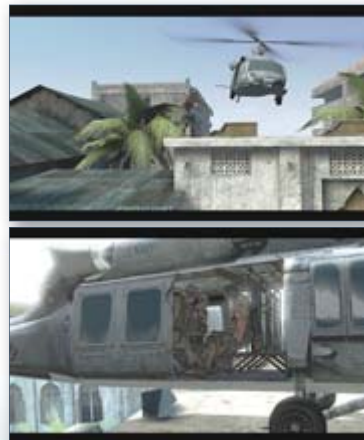
THE AREA IS CRAWLING WITH ENEMIES AND DALTON CAN'T LAND HIS HELICOPTER. YOU'LL NEED TO USE THE TURRET GUNS TO HOLD THE ENEMIES BACK LONG ENOUGH FOR HIM TO BRING THE CHOPPER IN FOR THE EXTRACTION.

REWARD: \$3,500

Mow down the enemies on the street below.

Before you can extract, you must first clear

out all of Mo'Alim's soldiers down in the market. Use the machine gun turrets to help you complete this final objective. Open fire on the enemy below as they approach. Hold down the precision fire mode button to get a closer view of your targets. Maintain a continuous rate of fire until the two of you have wiped out all resistance and cleared the extraction area. Dalton can then fly in and get you out to complete the mission.



Your ride has arrived. Climb aboard and leave this place behind.

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Following the mission in Somalia and the problems encountered there by the military, Lt. Col. Dalton left the Army and went to work for Security and Strategy Corporation, or SSC, a private military contractor. An ambitious man, Dalton is able to run various types of operations around the world, doing essentially the same type of work he did for Uncle Sam, but this time with more flexibility, less oversight, and a much greater salary. Impressed with the work of both Rios and Salem, whom he refers to as his "Army of Two," Dalton recruited the soldiers to come work for SSC.



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Rios and Salem started off with small, menial assignments such as security detail and other low paying jobs including logistical detail. These are not the glamorous missions they had hoped for. However, as they put in their time, they move on to bigger and better things. The missions are more dangerous—and more lucrative. However, without any major conflicts, the missions are still pretty few and far between.



On a morning in September of 2001, things change dramatically. A major terrorist attack on the United States has led to major conflicts in the Middle East. To supplement the military forces in the region, the Department of Defense has hired PMCs for various types of combat operations—especially those that require deniability. Since they have

become two of SSC's top operatives and Dalton is Chief Operations Officer for the corporation, Rios and Salem score the tougher missions, which also happen to pay more because they are in a war zone.

TIP

WHEN YOU BEGIN THIS MISSION, YOU ARE ARMED WITH THE HK36 AND NOT THE S-SYSTEM YOU HAD AS AN ARMY RANGER. AFTER COMPLETING THE MISSION IN SOMALIA, YOU AUTOMATICALLY START THE NEXT MISSION IN AFGHANISTAN. IF YOU WANT TO PURCHASE SOME NEW WEAPONS OR UPGRADES, YOU HAVE THE OPPORTUNITY TO DO SOME MID-MISSION SHOPPING. YOU CAN ALSO SHOP BY QUITTING THE MISSION AND RETURNING TO THE MAIN MENU. SELECT THE WEAPONS OPTION AND GO TO A MENU THAT ALLOWS YOU TO GET WHAT YOU NEED FROM ARMS DEALERS.

YOU DON'T HAVE A LOT OF MONEY NOW. HOWEVER, YOU WILL EARN MORE DURING THIS MISSION AND CAN EVEN MAKE PURCHASES AT CERTAIN CHECKPOINTS DURING THE MISSION. SO, IF YOU CAN'T AFFORD SOMETHING AT THE START, YOU MAY BE ABLE TO MID-MISSION SINCE YOU ARE PAID IMMEDIATELY UPON COMPLETING EACH OBJECTIVE.

WHEN YOU ARE DONE MAKING PURCHASES, GO BACK AND BEGIN PLAY AT YOUR LAST SAVED CHECKPOINT.

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DROPPING IN

CHAPTER 2

During their occupation and war in Afghanistan, the Soviets operated a missile base in the mountains near Khandud. Recently, Mohammed Al Habiib, an Al Qaeda operative, located the complex, and has been working to make the missiles operational again. If he succeeds, the missiles could be used against targets in Europe, the Middle East, and Asia. At the behest of the U.S. government, SSC sent Brian Hicks, an accomplished contractor, to infiltrate the base. Unfortunately, he was kidnapped by Al Habiib. You are charged with the task of destroying the missiles and bringing Hicks back alive. Pack your bags. Both you and your brother in arms are heading to Afghanistan.

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DESTROY THE M-11 MISSILE IN THE CAVE COMPLEX

2002. YOU'RE WORKING FOR A PRIVATE MILITARY CONTRACTOR, SSC, HELPING OUT THE DEPARTMENT OF DEFENSE IN KHANDUD, AFGHANISTAN. YOUR JOB IS TO DESTROY ALL M-11 MISSILES IN THE FACILITY. THE FIRST MISSILE IS ON A LAUNCHER OUTDOORS.

REWARD: \$3,000



This mission is your first opportunity to try out the co-op parachute jump.

The mission begins with your battle buddy and you dropping down from a C-130 over Afghanistan. Rather than parachuting individually, Rios and Salem are co-op jumping. While one controls the para-

chute, the other can fire on enemies below. For single-player, you are the shooter while your partner is manning the parachute guide lines. However, you can still tell him what to do by using the orders wheel. These commands include speed up, so you can get down quicker; slip to either the left or right, which makes it tougher for the enemy to hit you; or slow down and stabilize the descent, so you can take a more accurate shot.

TIP

WHEN PLAYING CO-OP, THE SHOOTER SHOULD VERBALLY TELL THE PLAYER CONTROLLING THE PARACHUTE WHEN TO STABILIZE SO THE SHOOTER CAN TAKE A SHOT.

TAKE DOWN THE HELICOPTER

THE HELICOPTER IN THE LANDING ZONE IS CARRYING NURI YASSAN, A WANTED TERRORIST. TAKE DOWN THE CHOPPER AND RECEIVE A NICE REWARD.

REWARD: \$3,500



Aim for the tail rotor.

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Dalton has given you a sub-objective that you can earn right away. A Soviet-made helicopter is lifting off from the base below. If you can shoot it down, you will kill a terrorist and score yourself some extra dough. Since you are not carrying an anti-air missile launcher—I don't recommend firing one from a parachute—you will have to rely on your sniper rifle. This special weapon should already be selected for you initially. Hold down the precision shooting mode button to bring up the scope view and take aim at the chopper's tail rotor—a helicopter's weak spot. Order your partner to slow down the descent and stabilize so you can get a good shot at the tail rotor. It may take a couple of shots to damage the rotor and cause the chopper to crash into the rocky terrain below, killing all on board. Ch-ching!—that was an easy three and a half grand.



Clear out as many of the soldiers below as possible to reduce the number shooting up at you.

Don't start spending the cash yet. You still have enemies down below and they don't seem to happy about your little skeet shoot. Continue to use the sniper rifle and fire down on the soldiers below. Since they are firing, order your combat bro to slip left and right while you look for targets. Then have him stabilize for your shots. As you approach the ground and it becomes tough to engage the enemy, have your partner drop in as fast as possible and slip to one side.



Come in fast for the landing.



You're surrounded. Go back-to-back.

As soon as your feet hit the ground, the two of

you are surrounded by enemy soldiers coming at you from all directions. You automatically go into the back-to-back mode. Hold down the trigger and let the lead fly. Keep turning as you fire so you can get the enemies before they get too close to you. The martyrs are a major threat. They run toward you yelling with their hands up in the air. Kill them before they get next to you and detonate the explosives strapped to their bodies.



Watch out for these martyrs. If you can shoot them in the chest while they are near other enemies, the resulting explosion may take out some of the other threats as well.



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After the initial rush has been quelled and the back-to-back ends, order your partner to regroup on you while staying aggressive and head behind the large metal containers to one side of the area. Switch your combat bro to passive mode and let him give you a boost up to the top of the container. Be sure to pull him up.

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Pull up your partner to help out.

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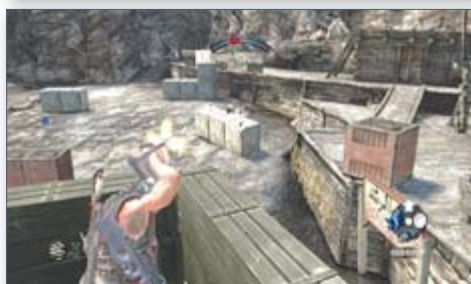
The crates on top provide some cover.

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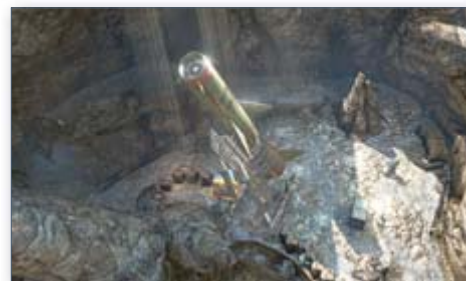
Duck down behind the crates on top of the container and start shooting at the enemies below. By taking the high ground, you prevent the martyrs from getting close enough to explode and also make it tougher for the enemy to surround you. Watch out for enemies hiding behind the rocks to your left. You have no cover against fire from that direction. Try throwing some grenades so they detonate just on the other side of the rocks to clear out those threats.



Head into this cave after the area is clear.

If you are taking too much damage on top of the container, get down and take cover behind the rocks near the edge of the cliff side. While you can leave your partner on top, keep on eye on his health. If he gets incapacitated, there is no way you can get back up there to administer first aid. Keep up the pressure until all the enemies in this area are dead. Then take some time to move around and pick up the ammo they left behind. By now, you are probably running low and it's a good idea to stock up again before moving on. When you have it all, move to the cave opening and enter to follow the pathway to the next area.

As soon as you enter the cave, activate your GPS. The GPS view will show you the path to follow through the cave to the next area. Switch back to normal view and continue on to the end of the tunnel.



The first missile is in the clearing.



Shoot the explosive to clear a path.

As you approach the clearing at the cave exit, use your GPS again to locate a trap on the rock wall directly ahead. A machine gun turret to the right can fire on you as you move out into the clearing. Therefore, you must race

TIP

ORDER YOUR PARTNER TO HOLD HIS POSITION AND STAY AGGRESSIVE WHILE ON THE CONTAINER. HOWEVER, IF HE STARTS TAKING DAMAGE, SWITCH HIM TO PASSIVE AND START FIRING AWAY TO INCREASE YOUR AGGRO AND GIVE HIM A CHANCE TO COOL DOWN.

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across the open area to get to cover. Unfortunately, that explosive trap is right where you want to go. Whip out your sniper rifle and aim a shot or two to destroy the trap.



Stay together as you advance.

Order your battle bro to regroup on you and stay aggressive, then rush forward, rolling a few times as you cross the open area where the turret can fire on you. Once you get to the other side, take cover behind some sandbags and start engaging the soldiers that appear. Find a good spot and stay put for a bit as you fight off the enemies. Order your partner to hold position and build up aggro so you can advance and hit those soldiers hiding behind cover from a flanking position. Be sure to order your partner to regroup so he doesn't get left too far behind.



Shoot at the trap by the missile, then place an explosive charge on the missile.



Flank the machine gun turret.

Your goal is to come around on the missile from the side while avoiding the machine gun turret. When you can see the missile, watch out for an explosive trap on a rock near it. Shoot the trap to clear your path. The machine gun turret is up ahead. Since you are coming at it from a flank, you can kill the soldier manning the gun or force him to flee. Take him out. Now move up to the side of the missile and place an explosive charge on the side by pressing the action button near the flashing rectangle.

Pick up this case. There are three of them in this mission.



Leave your partner by the machine gun turret and advance up the path behind the turret. At the end, pick up the silver briefcase to earn some extra money. Two more of these cases are in the mission, so find them all. Head back down the path and regroup with your battle buddy. Check your GPS to see where to go next.



The first missile is destroyed. You know we're bad.

DESTROY THE M-11 MISSILE IN BUNKER

THE M-11 IS A BALLISTIC MISSILE WITH A LONG RANGE AND A BIG PAYLOAD. IT'S ABSOLUTELY IMPERATIVE THAT NONE OF THESE MISSILES LAUNCH. THERE ARE TWO IN THE LAUNCHING BUNKER, AND ONE IS READY TO LAUNCH. YOU MUST DESTROY THIS MISSILE AT ALL COSTS.

REWARD: \$4,000

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Pull down this metal gate to continue.

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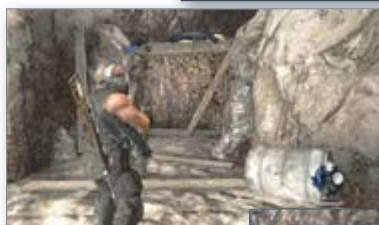
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Step-jump up here, then peek over the edge to kill the enemies at the top.



Head into the next tunnel to get to the second objective. No enemies are here right now so keep moving to a metal gate. Press the action button when you are near it to pull it down. Advance to a ledge where you have to step-jump to get up. Just as you can see over the edge, hold down the precision fire mode and then blow away the enemies in the next tunnel. Climb up the rest of the way, then pull your partner up.



Order your partner to hold position behind this block.



While he builds up aggro and distracts the enemy, sneak around to the left so you can hit the turret from the flank.

Keep moving forward until you come to some concrete blocks that you can use for cover. Once again, a machine gun turret around the corner to the right will fire on you as you exit the tunnel. The car off to the left has a door you can use as a shield, but let's try something different this time. Order your partner to hold position behind the concrete block to the right of the tunnel exit. While he fires on the enemy and starts glowing red with aggro, move around to the left, staying behind cover as much as possible, until you are behind the container on the left side and have cover from the turret. From here you can shoot at enemies as the approach your partner.



Check the GPS to locate several places where you can step-jump up onto two metal containers.

Get up onto a container.

The machine gun turret can fire on you through the gap between the two metal containers. Clear out the soldiers near the containers, then climb up onto one of the containers using the step-jump move. Clear out as many of the enemies below as you can from this position. The turret's armor protects the soldier manning the gun, so order your partner to hold position and keep the gunner distracted, while you drop down to the ground to go after the turret from the side and kill the gunner.

Man the turret and fire away to build up aggro.



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Order your combat bro to regroup on you, then head to the turret you just cleared. Use the turret and begin firing at enemies coming from the side. Even if you don't hit them, keep firing. Your main purpose is to build up aggro by continuously firing the big gun. When you are glowing red, order your partner to advance so he can move forward to engage the enemies taking cover from your fire while they are totally focused on you and the machine gun turret.



Head up this path to find a parachute.

Near a couple of tents, you find a tape recorder. Use it to listen to Brian Hicks's attempt to get information from the terrorists. However, his plan goes wrong and he ends up captured. It sounds like there are warheads that these terrorists plan to use to arm the missiles. Dalton calls in and informs you that the next missiles are in another part of the complex. You must base jump to get there. Hicks left behind a parachute you both can use. Head up the ramp behind one of the tents and continue to a ledge where the parachute is waiting.



Steer around the rock columns.



Slow down so your partner can fire at enemies below.

Once again, you and your buddy are parachuting. This time the roles are reversed, so if you are playing single-player, you are now the one controlling the parachute. The left control stick controls your movements. Slip to the left and right to get around the tall rock columns, then slow down when you come across enemies to allow your brother in arms a chance to take them out. You want to eliminate all enemies on your way in so they don't shoot at you after you soar past them.



Side slip as you approach the landing area to avoid some enemy fire.

As soon as you land, you go back-to-back.



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As you approach the helipad in the next part of the missile complex, start slipping to the side to try to avoid enemy fire. As soon as you touch down, the two of you will go back-to-back to fight off the enemies surrounding you. Keep up a steady stream of fire to clear them out as they come at you from both ends of the area. As soon as back-to-back ends, rush for cover, and then finish off the remaining enemies. When it is clear, move into the building.

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Enter the building and have a chance to do some shopping.

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Enter the building; you now have a chance to do some mid-mission shopping. At this checkpoint, your ammo is automatically replenished whether you decide to shop or not. However, you have some money you earned during the first mission and the first part of this one, so go ahead and see what is available. If you have enough, consider purchasing an S-System rifle and upgrading it with a larger clip. This rifle has a bit more firepower than the HK36 you began the mission with. Another option is to spend your money upgrading the HK36 instead of spending money on another weapon.

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Fight your way into the bunker area and destroy the missiles.

After you check out with your purchases, advance to the large door and get ready for a fight. As soon as the door opens, take cover and begin engaging the enemy soldiers that come at you. While it would be nice to take your time, the terrorists have the missile ready to launch. You have only a minute to destroy them or fail the mission. A timer appears under the aggro meter to help you keep track of how much time you have left. Be sure to have your battle bro set to aggressive and regrouping on you to take off some of the heat as you advance. Clear out enemies as you move forward toward the missiles. When you get to the railing, head down the stairs to the right and rush forward to the missiles. Place an explosive charge just like you did on the first missile, and then move away before it blows, destroying the remaining missiles.

FIND SSC HOSTAGE BRIAN HICKS

BRIAN HICKS IS AN SSC CONTRACTOR WHO WAS SENT IN TO DO THE SAME JOB AS YOU, BUT FAILED AND ENDED UP IN ENEMY HANDS. HE'S NOW BEING HELD HOSTAGE BY AL HABIIB'S MEN. YOUR JOB IS TO FIND HIM AND BRING HIM WITH YOU TO THE EXTRACTION POINT.

REWARD: \$3,000

A bunch of terrorists are to the left of the missiles, so head in that direction along with your partner. Take cover behind concrete blocks and start engaging the enemy. Take a look at the area with your GPS to see where you need to go. If you look near the garage doors behind the enemies, you can see a couple of fuel drums. Fire at them to cause them to blow up and kill nearby enemies. Then take out the trap with teamwork so you can advance into the tunnel.

Use the concrete blocks in the tunnel for cover.



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Kill the enemies at the top of the stairs as you advance.

Inside the tunnel, hide behind the concrete blocks and bring up your partner to help fight the enemies on the other side. When they are dead, pick up any ammo left behind, then follow the GPS directions back toward the missiles. There are enemies on the catwalks to the right as well as at the top of the stairs directly ahead of you. Keep moving and firing to kill them before they kill you.



Take out this explosive trap at the top of the stairs leading up to the catwalk, then take cover where it was located.

After you have cleared the platform at the top of the first flight of stairs, order your partner to hold position here while you move up the second flight. There is an enemy heavy soldier up at the top along with some other soldiers. Your partner fires at enemies on the catwalk while you advance. Halt at the top of the stairs. An explosive trap is directly ahead. Use your GPS to locate it and a second one in the catwalk area. Shoot the first explosive, then rush ahead to take cover behind the railing where the trap was located. From this vantage, you can fire on the enemies so your partner can join you. Take out the regulars until your partner arrives. Then order him to hold position while you try to flank around on the heavy soldier. Since you can only kill him from behind, you need to try to move in behind him, using the railings for cover. Keep your battle buddy in aggressive mode and he should keep the heavy soldier's attention while you move in for the kill.



Head up these stairs to the highest catwalk platform to find the second silver briefcase.



Open this door to enter the interior of the complex to find Hicks.

Now move to the large door. Both of you have to press the buttons on each side simultaneously to open it. Walk inside and repeat the same procedure. Finally, open the gate and enter a service elevator that takes you to the lower level, where Hicks is probably being held.

The GPS tells you to take the corridor to the right.



If you want a big fight, pick up the riot shield and use it as cover as you take on the turret.



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As you exit the elevator, advance to the intersection. A machine gun turret and lots of enemies are down the corridor to the right. This is where the GPS tells you to go. Although you can pick up the riot shield along the wall, the enemy fire will make short work of it. Instead, turn left at the corridor and move away from the turret.

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Clear the enemies from this walkway area, then move across to the hallway on the opposite side.

Because it's extremely difficult to flank the turret by approaching it along a narrow corridor, it is safer to go around the other way. As you move away from the turret, you must cross a narrow catwalk. Continue to use the shield to advance across the catwalk to get to another corridor that runs to the right, killing enemies as you go.



Take cover behind the concrete walls and fire around the corner to kill the enemies in this corridor.

The Army of Two must now clear this corridor. The good news is that there is no turret firing on you. However, there are still lots of soldiers. Take cover to one side of the corridor while your battle buddy ducks around the other side. Blind fire around the corner or use precision fire and poke your head out for increased accuracy.



Watch out for enemies hiding in this alcove across from the room where Hicks is held.



It is just a TV showing Hicks. He is being held somewhere else in the complex.

Begin advancing down the corridor. Stay to the left side and watch out for enemies in the alcove along the right side, across from the room where the GPS says Hicks is being held prisoner. Move into the alcove, clear it, then take cover behind the sandbags while you engage more enemies that come at you. From this position, you can also see the explosive next to Hicks's door. Shoot it, then advance across the corridor to enter the room. It is empty except for a closed-circuit TV showing you Hicks being tortured somewhere else in the complex.



Have your partner provide cover fire while you advance on the turret.



The GPS shows you where to go next. You have to open a large door. However, the machine gun turret you bypassed earlier will hit you if you try to get through the door before you silence this threat. Order your combat bro to regroup on you and then to hold position behind some cover by the door so he builds up aggro and keeps the turret firing at him. This allows you to advance along the left side of this end corridor to take cover near the turret. Because you are in a position the turret can't hit, the gunner usually gets out to try to engage you. Take him down and order your

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partner to regroup on you. Man the turret and fire down the long corridor to finish off any remaining enemies to prevent them from manning the turret and shooting you in the back as you head back to the door. After you kill all the enemies in this area, order your partner to regroup on you and then work together to open the large door.



Fight your way down this corridor, working as a team.

Move through the doorway. You're in another corridor. This one is filled with large crates along the sides and center that provide you some cover as you advance. Several enemy soldiers are at the opposite end. Move forward and take cover. When he is in a good position, order your battle buddy to hold position and fire away to build up aggro. Then you can sneak down the corridor to get in closer to the enemy. Since this area is somewhat dark, it can be tough to see enemies lurking in the shadows. The soldiers at the far end of the corridor are hiding behind some crates. Throw a grenade over or around the cover to blow them up. Bring your partner up to regroup with you and engage more soldiers that come from a walkway off to the left. Stay behind cover as much as possible to avoid taking damage from their fire. As they pop up to fire at you, shoot them down and secure this area.



Use the shield for the fight at the bottom of the stairs.



Advance down the stairway to the left and pick up the riot shield along the wall. Order your brother in arms to regroup on you and then head down the second flight of stairs. Halt in the doorway at the bottom while your partner engages the enemies. After he has cleared all of those foes to the left and straight ahead, continue around to the right side and advance to the edge of the corridor where it drops off. Let your partner clear out as many enemies as you can see, and then lead him down the stairway on the right side of the corridor.



Clear out the stairway area as you descend.

Drop the riot shield so you can help shoot as you descend the stairs. Stay low in a crouch as you move so you are harder for the enemy to hit because there is little cover here. At the bottom of the stairs, take the time to clear out all the enemies here. Don't try to race past them to the next corridor—take time to clear it first. After killing all the enemies, continue advancing toward Hicks's cell.



The soldiers guarding Hicks's cell like to hide behind cover.



Here is the third briefcase.

Keep your partner near you as you advance down the short corridor and head up a couple flights of stairs. This area should be clear. However, take cover behind the sides of the doorway at the top of the stairs. Many soldiers are in the corridor on the other side. Hick's cell is directly ahead. However, you

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first have to clear this area. While hiding behind cover, engage the soldiers ahead of you and around the cell. Then advance into the corridor and find some new cover as you fight the enemies holed up at the end of the corridor to the right. They hide behind cover, so either kill them when they expose a part of their body, or throw in a frag grenade. Another good tactic is to build up your aggro and then order your partner to advance to kill them. When they are wasted, go look behind their cover to find the third (and final) briefcase for this mission. More money for weapons.

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Go get Hicks.

Now that the area is clear, move to the cell to free Hicks. Pull down the door and enter the cell. It appears that Hicks has been exposed to a hazardous agent of some type. However, you can't just leave him there.

ESCORT HICKS TO A SAFE AREA

YOU'VE FOUND BRIAN HICKS. CAREFULLY ESCORT HIM TO A SAFE AREA, WHERE HE CAN WAIT FOR YOU TO COMPLETE THE MISSION. WHEN YOU'VE FINISHED YOUR OTHER OBJECTIVES, YOU'LL COME BACK AND GET HIM OUT OF HERE.

REWARD: \$2,500



You have to get Hicks to safety. Since he can't walk, someone must carry him.

Your new objective is to get Hicks to a safe location. He is in really bad shape and can't walk, so one of you has to carry him. For single-player, let your

partner carry Hicks and order him to hold position while you check your GPS to see where you have to go. Advance a bit to clear out any enemies along the way. Your partner can also provide suppression fire, but don't let him get into a heavy firefight. Hicks's health meter let's you know how much damage he is taking. Unlike yours, it does not regenerate when he's behind cover or away from enemy fire. Therefore, if things get hot, order your partner to hold position somewhere with cover and put him in passive mode so he will keep his head, and Hicks's, down. Climb up some stairs to a metal gate; you can drop off Hicks and continue with the mission.



Drop off Hicks here.

ELIMINATE AL HABIIB

MOHAMMED AL HABIIB IS AN AL QAEDA TERRORIST MASTERMIND ON THE FBI'S TOP TEN MOST WANTED LIST. TAKE HIM OUT AND YOU'LL RECEIVE A SIGNIFICANT REWARD.

REWARD: \$5,000

DESTROY AL HABIIB'S CHEMICAL WARHEADS

AL HABIIB WAS PLANNING TO LAUNCH CHEMICAL WEAPONS IN THE PAYLOADS OF THE M-11 MISSILE. HE HAS LARGE QUANTITIES OF CHEMICAL WEAPONS IN THE REFRIGERATION ROOM IN THE LAB. YOUR JOB IS TO DESTROY THESE WEAPONS, SO THEY CAN NEVER BE USED AGAIN.

REWARD: \$5,000

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AFGHANISTAN

DISCOVER THE TALIBAN'S SOURCE OF FUNDING

THE D.O.D. WANTS ANY INFORMATION YOU CAN FIND ON WHERE THESE TALIBAN AND AL QAEDA FIGHTERS ARE GETTING THEIR FUNDING. LOOK FOR A COMPUTER TERMINAL WHERE YOU CAN FIND THIS INFORMATION AND THEN UPLOAD IT TO DALTON. THERE IS A NICE REWARD FOR THIS INFO.

REWARD: \$3,500



Exit the elevator and then move through these empty corridors to the large open area where enemies are waiting.



Once Hicks is secure, enter the elevator and ride down to a lower level. Upon exiting the elevator, you have a chance for some mid-mission shopping. You have earned several thousand dollars for the last few objectives, so take the opportunity to upgrade your weapons. In addition, you also replenish your ammo, which is needed by now. After you have made your purchases, advance along with your partner through the corridors. They are empty of enemies. However, get ready for a fight once you reach the large open area.



Position your partner here.



Then move over to the right side to kill the soldier on this turret.

The open area through which you must pass is very dangerous. You have to get by two machine gun turrets as well as lots of soldiers. However, if you use tactics and caution, it isn't too difficult. Start off by ordering your battle buddy to regroup on you. As you exit the corridor, head to the left as fast as you can until you come to a corner. Order your partner to hold position behind a tarp-covered pallet in aggressive mode. While his aggro builds up, run to the right to the opposite corner. As you peek around, you can see the turret ahead of you firing at your partner. Kill the soldier manning the turret before he turns to face you.

TIP

IF YOUR PARTNER STARTS GETTING TOO MANY HITS, SWITCH HIM TO PASSIVE MODE WHILE YOU INCREASE YOUR AGGRO WHILE SAFE BEHIND COVER. THIS GIVES HIM A CHANCE TO COOL DOWN AND RECOVER HIS HEALTH. THEN, WHEN HE IS READY, SWITCH HIM BACK TO AGGRESSIVE SO HE DRAWS THE ENEMY FIRE SO YOU CAN DO YOUR JOB.



Clear out the other turret from the flank.

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Take cover behind the railing while engaging enemies in the middle of the area. Watch out for others firing at you from the level above, as well.

Advance along this area's right side toward the turret. A couple of soldiers are ahead of you, so use caution as you move forward. Take cover so you can kill them. Continue to the corner and peek around it to the left to take shots at the soldier manning the remaining turret. It should be focused on your combat bro. Now all that should remain are the soldiers in the lower central area.

Use the laptop in the middle of the area to get some info for the D.O.D.—and earn some additional money.



Ascend these stairs to the upper level.



Before leaving this area, regroup with your partner and move into the center of this area to locate a laptop computer. Use it to discover information on where the terrorists are receiving their funding and pass it on to Dalton. Pick up any ammo left lying around, then check your GPS to see where you need to go. It leads you to an opening in the far corner. Go through the opening and then up the stairs to arrive at another large area directly over where you just fought the enemy soldiers.



Move through this doorway and take cover behind the railings around the center.

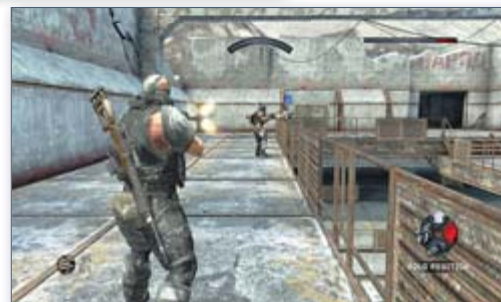


At the top of the stairs, several enemies are waiting out in the open. Take cover to the side of the doorway to try to kill some of them, then advance to hide behind the railings. Order your combat bro to hold position near the corner of the railings to the right of where you enter this room. He should lay down suppressing fire while you maneuver to sneak around and hit the soldiers in the flanks where they have no protection.



Al Habiib is here along with his trusty assault rifle.

Take out the soldier.



You first must kill a wave of regular enemies, and Al-Habib makes his presence known. After the cutscene, he is there, along with a heavy soldier and a few grunts.

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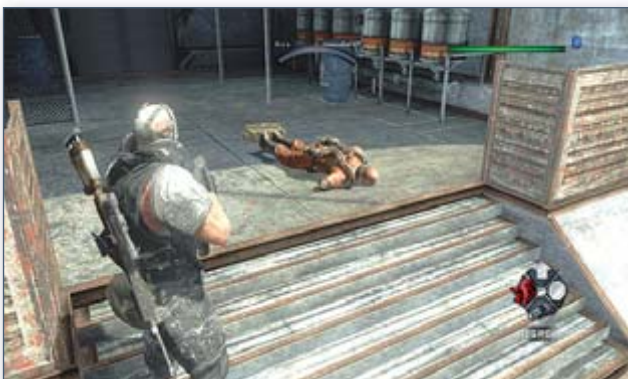
AFGHANISTAN



Get in close to Al Habiib, then throw grenades so they land and detonate right where he is hiding.



After you clear out all of the other enemies, concentrate on Al Habiib. He will throw grenades at you as well as fire his rifle. Approach him from either side of the room while staying low and behind the cover of the railings. Once you get in close enough, select your frag grenades and hold down the precision fire mode button so you can take careful aim. Position the detonation point so that the grenade will land right near Al Habiib, where he is hiding behind a railing for cover. If the first grenade does not kill him, adjust your aim a bit and throw another. Grenades are the safe way to kill Al Habiib, however, if you run out of them, order your partner to advance on the terrorist leader. As he builds up aggro, move in on Al Habiib's position and kill him up-close with your rifle.



Al Habiib is dead. That's worth \$5,000.



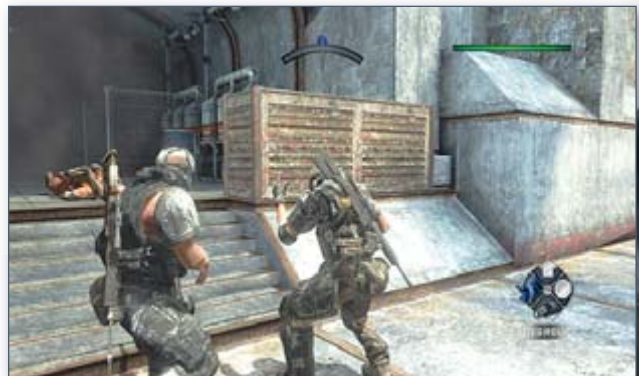
You now have to get through this locked door.

Only one objective remains. Now that Al Habiib is eliminated, you must destroy the warheads. They are located behind a locked door. However, Rios has some help. He contacts S3kShUN8, a hacker who is able to break the code and unlock the door. Inside are the warheads. Destroying them is easy. Just lead your brother in arms out of the room and away from the door. Then walk to the back of the room and place an explosive charge. Once it is set, get out of the room before it detonates and neutralizes the warheads. Once they are history, the mission is complete.

This room is filled with dangerous warheads.



Time to get rid of this threat by placing an explosive charge in the room.



Another successful mission—and another big paycheck.

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IRAQ

CHAPTER 2

RESCUE AND REVENGE

CHAPTER 3

After the invasion of Iraq and the defeat of Saddam Hussein's forces, the U.S. military maintains a presence in the Middle Eastern country to help provide security as Iraq transitions to democracy.

CHAPTER 4

Insurgent attacks against military convoys and patrols have resulted in higher than expected casualties. As a result, the Department of Defense has decided to contract out security responsibilities to PMCs.

CHAPTER 5

However, as the situation has deteriorated, SSC has been hired to take on a role of greater involvement—doing what the military can't do on its own.

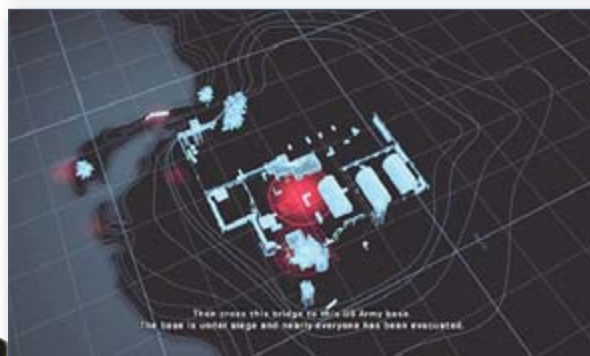
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LOCATE LT. COL. SAMUEL EISENHOWER IN THE U.S. BASE

2003. EARLY DAYS OF THE IRAQ WAR. LT. COL. EISENHOWER HAS INFORMATION VITAL TO THE COALITION. BUT HE'S BEEN CAPTURED AND IS BEING HELD HOSTAGE IN AN AMERICAN BASE WHICH HAS FALLEN TO THE ENEMIES. LOCATE AND FREE EISENHOWER.

REWARD: \$5,000



This is where you start the mission.



Advance toward the base.

You and your partner are inserted into this mission via air-dropped hovercraft. However, the action really begins as soon as you go feet dry and hit the ground. Take an opportunity to do some shopping. You can equip medium armor now, so do so for some extra protection. Also consider upgrading your primary weapon. Once back in action, advance with your battle buddy up the path toward the U.S. base. It has been taken over by terrorists, so don't expect a friendly welcome. However, all the bad guys are inside, so you can move right up to the gate without worrying about a swarm of bullets flying at you.

Take cover behind this container.



Advance behind the tents. Watch out for enemies hiding in this area.



Hit the machine gun turret from the flank.



As soon as you get to the gate of the base, take cover behind the metal container. Many terrorists are firing at you from inside the base. However, the main threat is the machine gun turret positioned on top of the central building. Order your partner to hold position and stay aggressive so he builds up aggro and allows you to do some maneuvering on the enemies' flanks. Move to the right and run behind the tents. You are sure to find an enemy or two along the way. If they aren't looking in your direction, move up on them and kill them with a melee attack. However, if they try to attack, open up with your primary weapon and drop 'em before they can get off a shot. Keep going until you get to the last tent, then turn to the left and take cover behind another container. From this position, you have a perfect shot on the gunner manning the rooftop turret. Kill him and then begin firing on other enemies at ground level.

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Shoot these enemies while they are still concentrating on your partner.

A riot shield by the truck can provide some mobile cover.

Move forward to the concrete barrier and start firing into the groups of enemies that head your direction. While your combat bro's aggro stays high, they will be only looking and firing at him. You can then mow them down with impunity. Order your partner to regroup on you so you can keep advancing. Pick up a riot shield by the truck if you want to use it as you move through the crate-filled area ahead. It works well as you move alongside the central building since most of the attacks come from your front.



While your buddy provides suppressive fire, move around to the left side to go after the enemies in this area.



Just past the central building, you enter a large area filled with crates. Several terrorists taking cover behind the crates are waiting to ambush you. Order your brother in arms to hold position behind a crate and build up aggro while you flank around to the left. Stay low and use the crates for cover as you go after these enemies. As necessary, order your partner to advance, then tell him to hold when he gets to a position where you can fire on enemies once again.



Enter the building and head up the stairs.



Eisenhower is in a cell on the roof.

Clear out the enemies among the crates and then continue to advance back around to the central building. By now the area should be free of enemies, so enter the building and ascend the stairs to the roof. Continue to the cell where your Ranger friend, Eisenhower, is being held. It looks like the terrorists really worked him over.

DEFEND LT. COL. EISENHOWER

EISENHOWER IS AN OLD FRIEND. HE SERVED WITH YOU IN THE ARMY RANGERS BACK IN SOMALIA. HE'S BEEN INJURED—AND ONE MORE SHOT COULD DO HIM IN, SO YOU HAVE TO PROTECT HIM AT ALL COSTS. YOUR MISSION AND YOUR FRIEND'S LIFE DEPEND ON IT.

REWARD: \$6,000

IRAQ

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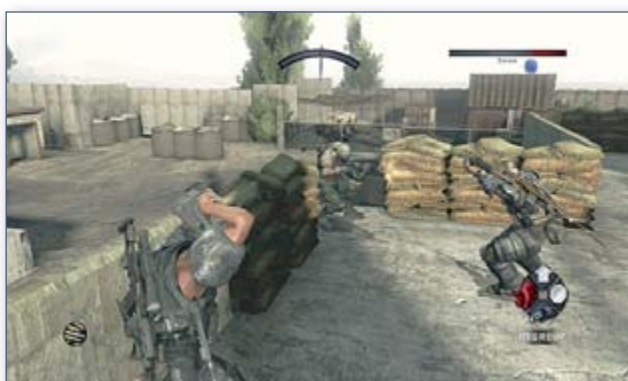
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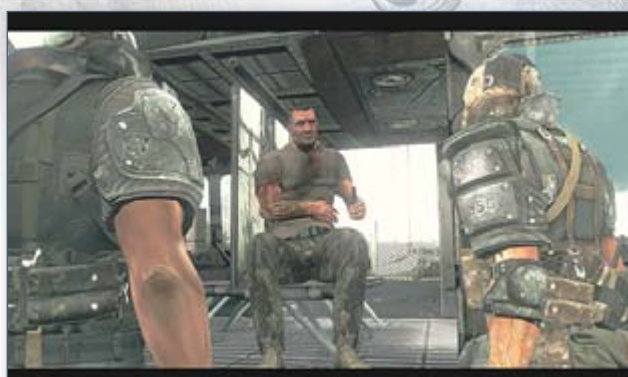
Make a stand on the rooftop and be sure to watch the stairs so the enemies don't come at you from behind.



Before you get too excited, however, make sure your weapon is fully loaded and head over to the side of the roof and take cover behind the low wall. The chopper is dropping more enemies, so start shooting at the foes to try and kill as many as possible before they reach the ground. Order your partner to regroup on you, then start blowing away the enemies below. If any make it to the building, they will enter and come up the stairs. Be sure to keep an eye out or those dirty bastards will shoot you in the back. Also watch for enemies climbing up the ladders along the sides of the building.



Shoot at the enemies coming up the ladders as well.

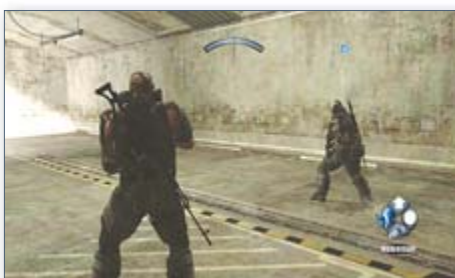


Blackhawk flies in to pick up Eisenhower after you have cleared the area. Rios and Salem help him aboard. Unfortunately, the chopper blows up shortly after takeoff.

LOCATE AND ELIMINATE ALI YOUSSEF'S LIEUTENANT

ALI YOUSSEF CLAIMED RESPONSIBILITY FOR BLOWING UP EISENHOWER'S CHOPPER. WHILE YOUSSEF'S WHEREABOUTS ARE STILL UNKNOWN, YOU MUST FIND AND KILL ONE OF HIS LIEUTENANTS, WHOSE HELICOPTER WAS RECENTLY SEEN IN THIS VILLAGE.

REWARD: \$11,000



Before you head into the town, you might want to do a bit of shopping.

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CHAPTER 1

After Eisenhower's death and before continuing on your revenge mission, you have the opportunity for some mid-mission shopping. Both you and your partner get filled up on ammo and grenades.

CHAPTER 2

After you have purchased what you need from the weapons dealers, it is time to get moving. Your new objective is to seek out Ali Youssef's lieutenant and then kill him. This time it's more than just a paycheck. It's personal.

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No enemies are in this first part of the town.

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Take cover behind this concrete wall as you begin a firefight.

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Lead your battle buddy out of the structure where you start this part of the mission and advance through the deserted town, following the directions provided by the GPS. There are no enemies in the first area. However, as you approach a narrow spot with some market stalls, get ready for trouble. Some terrorists are hiding behind stalls waiting to ambush you. Take cover behind a wall at the entrance and begin engaging the enemies. Order your partner forward and then have him hold position when he gets behind a stall.

Keep your head down as much as possible while killing these terrorists.

Advance in rushes through the stalls.



As your combat bro builds up aggro, advance using the stalls as cover. Try to flank the enemies by moving along one of the sides of this market area. When you are ahead of your partner, order him to stay passive while you build up aggro by blind firing over your cover. Ordering him to advance. When he is ahead of you, order him to hold position once again and go aggressive so you can advance. This tactic of advancing in leapfrog rushes keeps the moving soldier safe while the firing soldier gets all the enemy attention. Watch out for the two land mines at the end of this section.



This turret on the rooftop to the left side is a major threat that must be silenced.



Stay along the area's left side to avoid being hit by the turret as you clear out this part of town.

Continue advancing and clearing until you reach the end of the market area. Take cover behind the concrete blocks when a machine gun turret positioned on a rooftop to your left opens fire. Leave your partner here to distract the enemy while you rush forward along the wall to the left. Use the wall to protect yourself from the machine gun fire. Continue to the first concrete blocks along the wall and duck behind them. Kill the enemies ahead of you as well as those in the ruins to the right side. When it is safe, vault over the concrete blocks and take cover behind the next blocks. Don't walk around them or the turret can hit you. Moving forward, you should be able to kill the turret gunner as you flank him. Just be sure to have your battle buddy distract the gunner by keeping his aggro high.

Move through the ruins on the right side to flank the enemy up ahead.



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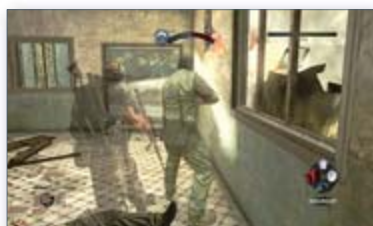
IRAQ



Destroy the fuel tank to take out some of the enemies nearby.

Order your partner to regroup on you once the turret is silenced. As you come into view of a building up ahead, order your partner to hold position and be aggressive while you move through the ruins to the right. Use the rubble walls as cover so you can flank the enemy near the building. Another good tactic is to destroy the fuel tank by the building. You can do this with co-op sniping or simply by causing a lot of damage to the tank with your own weapons. When it blows up, it takes out nearby enemies.

Move into the building and clear it out, using melee attacks if necessary.



Step-jump here and then kill the enemies on the other side of the wall.

Kill the enemies around the building, then move in to secure the building itself. You can either



take up a position behind cover and fire into the building to keep your aggro high while your brother in arms advances to clear it out, or you can move in and kill the enemies inside yourself. For close fighting, use melee attacks to get the job done. Next, move over to the side of the building. If you order your partner to advance, he takes up a position by the wall and helps you step-jump up to the top. Shoot the enemies on the other side before climbing up onto the wall and helping your partner up. Don't stay too long on top of the wall because a machine gun turret to the left fires on the two of you.



Your partner stays on top of the wall blind firing at the turret.



Move through the rubble on the right to flank the turret.

Order your partner to hold position on top of the wall. He takes cover behind a crate and blind fires at the turret. That allows you to jump down and move to the right. Kill the terrorists hiding in the rubble as you advance. If your aggro begins to rise, stay hidden behind cover and wait while your battle buddy's aggro increases. Your goal is to get to a spot where you can shoot the gunner from the side. Then you can order your partner to regroup on you as you clear out the rest of this area.



THE DOOR OF THIS TRUCK CAN BE RIPPED OFF AND USED AS A SHIELD. HOWEVER, IT WON'T STAND UP TO TURRET'S MACHINE GUN FIRE FOR LONG AND THE CO-OP SHIELD TACTIC WON'T LET YOU FLANK THE TURRET. AFTER THE TURRET IS SILENCED, HOWEVER, USE THE SHIELD TO CLEAR OUT THE REST OF THE TERRORISTS IF ANY ARE STILL AROUND.

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Provide covering fire while your partner advances.

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Check the GPS

CHAPTER 4

to see where you must go next. Advance cautiously, using concrete blocks for cover. Again, advance in rushes with one of you blind firing to accumulate aggro while the other partner moves forward unnoticed by the enemy. Watch out for enemies hiding inside the building. You can't get inside from the ground level, so after the terrorists outside are dead, keep moving past the building and around to the rear. The GPS shows the way.

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Climb up the ladder so you can drop into the building from the second floor.



On the back side of the building, climb up the ladder to the second floor. Head to the right around the balcony to enter through a doorway. The room inside has been damaged, so simply drop through the hole to the first floor and quickly take cover. Enemies fire at you from a lower area ahead. Take them out as well as the others that arrive to attack.

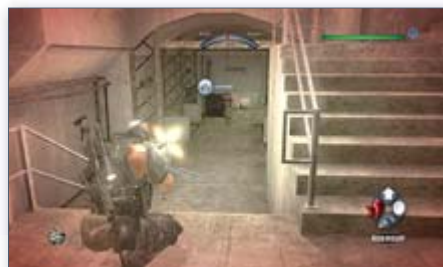


Kill the terrorists coming at you inside the building.

Open this blast door to continue.



When the enemies stop coming at you, advance with your partner through the building and then exit to an area with a large blast door. Walk up to the controls and use them to open the door. Head down the stairs and get ready for a fight. Pick up the riot shield at the bottom of the stairs and use it so both you and your partner can move through the narrow corridor while engaging enemies.



Descend the stairs to get to the riot shield.



Work together using the shield to clear out the enemies in the corridor where it helps to bring along your own cover.

Follow the corridor, killing terrorists as you go, until you come to a large room. As this point, lose the shield and take cover behind crates so you can add your firepower to your partner's. Grenades are a good way to kill the enemies hiding behind their own cover on the room's opposite side. They'll throw grenades at you if you don't kill them quickly. Advance across the room and then head up the stairs on the left. Clear out his upper area and pick up the briefcase at the far end.

You can always use an extra five grand.



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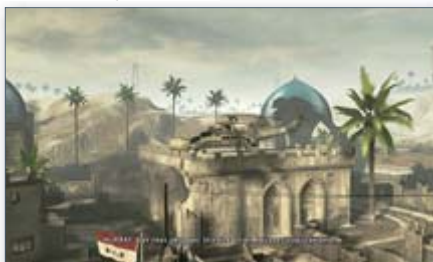
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Use a step-jump and a couple of ladders to get to the building's roof.

Now you have to get to the roof of the building. Climb up a ladder near the briefcase. Order your partner to advance. He helps you step-jump up to a walkway. Finally, climb up another ladder to finally make it to the top. Get ready for some action as soon as you arrive.



Ali Youssef's lieutenant is escaping in the helicopter.



Co-op snipe at the fuel tank near the chopper to blow it up before it can take off.

The lieutenant you must kill is about to escape aboard a chopper parked on the roof of another building. You don't have time to get to it before it leaves, so you have to destroy it now. Since you don't have a rocket launcher or anti-air missile, co-op snipe at the fuel tank next to the chopper. Terrorists are firing at you, but ignore them for now and take a quick shot at the fuel tank. When it blows, it destroys the chopper as well. If the chopper takes off, you must start at the previous checkpoint and advance

through the ruins again. You can also fire at the tail rotor the chopper to destroy it with a couple of hits from your sniper rifle.



Kill terrorists as you advance for the tunnel.

You've completed another objective. Quickly take cover and engage the enemies that are still in the area. Advance across a wooden walkway and then head down some stairs. Turn right and walk down a ramp into a tunnel. Open the large door inside to get to the next area and a checkpoint.

DESTROY BUNKER IN IRAQI BASE

COALITION FORCES HAVE BEEN LOOKING FOR A BUNKER WHERE ALI YOUSSEF KEEPS HIS WEAPONS. THERE'S A NICE REWARD WAITING FOR YOU IF YOU HELP DESTROY THIS BUNKER.

REWARD: \$10,000



Cross this bridge.

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At the other end of the bridge, co-op snipe the two guards.

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Also use your sniper rifle to take out the soldier with the rocket launcher inside the bunker.

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Exit the tunnel and move along the roadway. Cross the bridge and then hold at the other end. Up ahead is an Iraqi base being used by the terrorists. A couple soldiers are near the entrance and no cover lies between the bridge and the gate. Co-op snipe them so you can approach the gate without alerting the enemy to your presence, making it a lot easier to get to the gate. Finally, use your sniper rifle to kill the soldier in the bunker at a distance. He is armed with a rocket launcher and will make moving through this area difficult if you don't kill him early.

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Watch out for martyrs. Shoot them in the chest before they can explode near you.



Run up the bunker's left side and then to the opening to mark the target.

Keep moving until you can get to a position of cover where you have a good view of the bunker. Order your partner to hold position here and draw fire while you move to take out the bunker. He will move to a machine gun turret and try to draw as much enemy fire as possible. When your combat bro has all the aggro, run up the dirt along the left side of the bunker. Keep going all the way to the opening at the top. Kill any enemies along the way. Once there, press the action button to place a target designator that allows a friendly jet to fire a guided missile to destroy the bunker. Now go back down to rejoin your partner.



A U.S. F/A-18 Hornet locks onto your target designator and launches a missile to destroy the bunker.



Advance toward the bunker using cover.

While you don't have to complete

this sub-objective, there are twenty big reasons to go for it. You have to advance through this base anyway, so you might as well wreak a bit more destruction along the way. Use sandbags, concrete barriers, and other objects for cover as you move into the base. The enemy sends several martyrs to blow you up, so be quick to shoot them down as soon as you see these guys running toward you.

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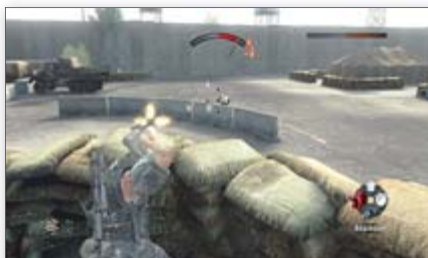
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TIP



ANOTHER WAY OF COMPLETING THIS SUB-OBJECTIVE IS TO GET TO THE TURRET JUST PAST THE GATE. USE IT TO BUILD UP A LOT OF AGGRO AND KILL ALL THE ENEMIES COMING AT YOU. ORDER YOUR PARTNER TO ADVANCE. HE THEN MOVES UP TO THE BUNKER AND MARKS IT FOR THE AIR STRIKE WHILE YOU PROVIDE COVERING FIRE.

Advance to this sandbag position.



Pick up this second briefcase for another \$5,000.



Keep advancing through the base. Order your partner to regroup on you, then head toward the sandbag position on the rise to the left of the tents down below. Leave your brother in arms here to build up aggro while you head down to the tents. Behind the tent in the far right corner you find a second briefcase. Pick it up to earn some additional cash. Then continue advancing on the enemy to hit them in the flank while your partner fires away off to your left. Since you are nearly invisible, you can get right up close to the enemies and kill them at close range.

The terrorists are so focused on your partner, they don't even see you coming.



Kill the gunner on the turret.



Leave your partner behind the sandbags as you advance on the enemy. Make some kills, then duck down behind cover so your aggro decreases again. Then move forward a bit more so you can take out the soldier manning the machine gun turret while he is busy firing at your partner. Order your partner to regroup on you, then finish off any remaining terrorists in this part of the base. Now continue following the GPS directions.

Fight off enemies around the tents.



Move to this door and open it.



Waste the enemies all around while you're back-to-back.



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CHAPTER 1

The next part of this base is dominated by tents and their surrounding sandbag walls. Take cover behind the sandbags as you come under fire. Order your combat bro to hold position and fire while you move around to flank the enemies. Just pay close attention to where the terrorists are moving so you don't end up flanked by them instead. After killing all of these threats, move to a small building and open a steel door with your partner's help. As soon as you do this, the two of you are surrounded. Go back-to-back and blow them all away. When this co-op attack ends, quickly take cover behind a concrete barrier and finish off any remaining enemies. Finally, lead your partner to the tunnel and open the large door to get to the next area.

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Advance to this next gate.

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Run up the dirt path to the left of the road and then fire down on the enemies below.

Upon exiting the tunnel, you must advance along a road to another gate. Try to use your sniper rifle to kill any enemies from a distance, and then rush forward to take cover behind concrete barriers. Clear out the terrorists in this area, then order your partner to hold position and provide aggressive fire support. As soon as his aggro is high, run up a dirt path to the left of the road.

Hit the enemies along the road from an elevated flanking position. As you clear them out, order your partner to advance. He follows the road while you take the path.



One of you moves along the dirt path while the other advances along the road.



Stay to the left to flank the turret.

As the road turns to the left, stay behind some sandbags at the corner and cover your partner while he advances along the road. Order him to hold position behind barricades as needed while you help clear his path. After he makes the turn, keep him in place while you advance along the dirt path. Stay as stealthy as possible so you can hit the machine gun turret on the other side of the road from a side while it fires at your battle buddy. When the turret is silenced, order your partner to advance to help you clear out the remaining terrorists in this area. Then continue to the metal gate and open it to enter the next area.

ELIMINATE ALI YOUSSEF

YOUR MISSION IS TO KILL ALI YOUSSEF. COALITION FORCES HAVE BEEN TRYING TO KILL HIM FOR QUITE SOME TIME AND HAVE FAILED. IF YOU SUCCEED, YOU WILL ALSO SUCCEED IN AVENGING EISENHOWER'S DEATH.

REWARD: \$13,000

Quickly take cover as enemies attack from ahead as well as from the left.



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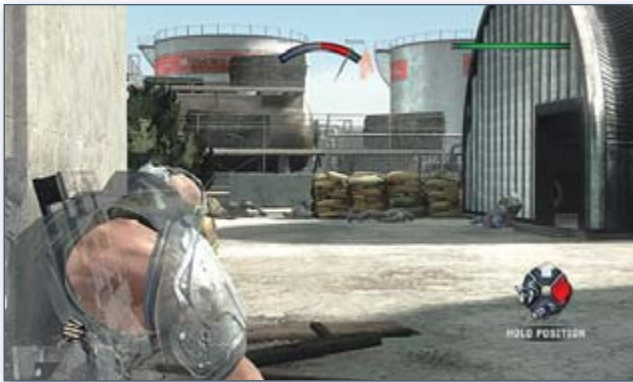
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IRAQ



Move around to the left and through the metal buildings to flank the heavy soldier.

You have reached the final area of the mission and found Ali Youssef. However, don't get excited and rush or you'll end up dead. Take your time because the enemy has a lot of firepower here to defend the terrorist leader. As soon as you enter this part of the base, take cover and order your partner to hold position. Enemies attack from the front as well as from the left. Let your partner build up his aggro while you engage the enemies to the left side of the road. As you defeat them, advance in this direction and then go through the metal buildings. By this time, a heavy soldier is going after your partner. The buildings provide a flanking position that you can use to kill this enemy. When the heavy soldier is dead, order your partner to regroup on you.



Shoot the explosive on the sandbags up ahead. Then take cover behind the sandbags.



The roadway is blocked, so you must advance along the left side of this area. Before rushing through the gap between the sandbags and chain link fence, shoot the explosive on the sandbags or it will injure one of you and leave you wounded for half a minute. Take cover behind the sandbags and then clear out the catwalks directly in front of you.

Use concrete walls and pipes for cover as you advance.



Get up on the catwalks so you can fire down on the enemies below.



Move through the gap and head to the right a bit. Take cover behind any objects you can find and start firing on the enemies all over this area. Keep your partner at your side as you stay to the area's left side. Head up the first stairs you find on the left to the catwalks and take cover behind the sheet metal walls. Fire at the enemies to get their heads down, then climb up the ladder to a higher platform to find the final silver briefcase with \$5,000 inside. You can also use this platform as a good spot for attacking the enemies on the other side of the area.



Climb up this ladder to find the third briefcase.



Flank the enemies preventing you from getting to your target.



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Leave your partner on this platform and then run toward the large tanks along the edge of the area. Move between the two tanks and then turn right to take cover behind concrete barriers. While your brother in arms is keeping the enemies firing at him, you can hit them from the side and clear out the area on this side of the bridge over a line of pipes. Now order your partner to advance to your position and provide cover for you as you cross the bridge.

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Move across the bridge and to this position on the side of the building.



While one of you is at the side of the building, the other should shoot through the building so one of you has a flank shot on the heavy soldier.



Run across the bridge and clear out any enemies outside the building. Order your partner to regroup on you and help you clear out the building after taking cover outside of the structure. As you are about to exit the building to get Ali Youssef, a heavy soldier appears. Leave your partner behind the cover to fire on this enemy while you try to flank the big bad mutha.

Shoot the explosive mine positioned on the concrete wall across from the building, then move along the side so you can take cover behind another concrete wall and fire at the heavy soldier from a different angle.

Between the two of you, one of you should get a flank shot to kill this heavy soldier.

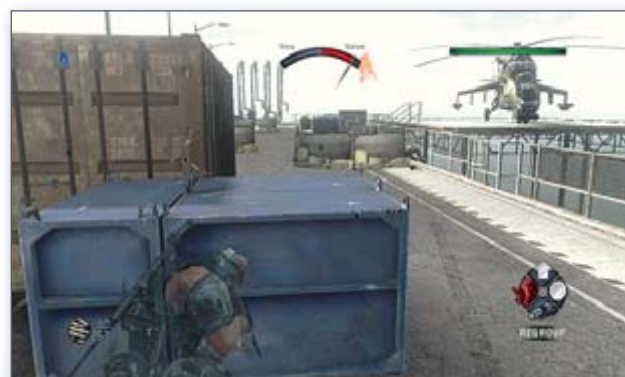


Ali Youssef is down on the roadway leading to the helipad.



Like a heavy soldier, you can't kill Ali Youssef by shooting him from the front—you must hit him from the side or rear.

Check your GPS to see where you need to go to get Ali Youssef. Advance along concrete walkways, taking cover behind the walls as you engage terrorist on the way. Before heading down the ramp leading to the helipad, clear out the enemies on the opposite side so they won't fire on you from behind when you go after the terrorist leader. At the bottom of the ramp, a heavy soldier is waiting for you. Take cover along with your partner and order him to hold position and fire aggressively. Wait until his aggro is full, then rush forward to take cover behind a container to the side of the heavy soldier. Between your partner and you, this big bad guy goes down quickly.



Advance in rushes down the roadway.

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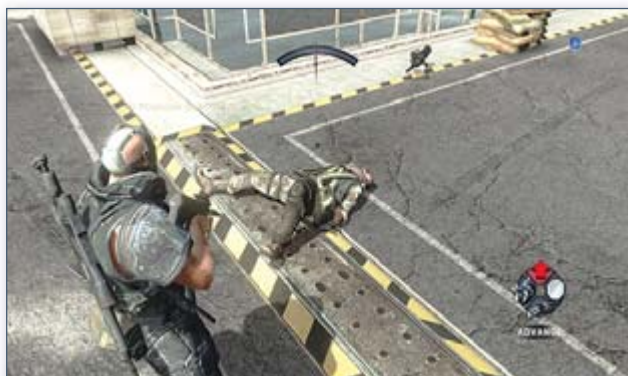
IRAQ



Ali is hiding behind the blue pipes—his last cover. Sneak around to the side to take him out.



The roadway has several barricades that you can use as you move on Ali Youssef. Use advancing rushes with your partner to push Ali back away from the helicopter to corner him. He is armed with the M134 minigun, so don't let him have a hot at you or you'll take some serious hurt. As long as you stay behind cover, he'll keep retreating to the end of the roadway, where the only cover that is left is a stack of pipes. While your partner fires aggressively from behind a barricade, move around to the right so you can hit him from a flank where he has no cover. Ali Youssef dies in the crossfire and Lt. Col. Eisenhower's death is avenged.



The terrorist leader is dead—and you are \$13,000 richer.

TIP



HERE IS AN ALTERNATE PLAN: AS YOU RUN ACROSS THE BRIDGE TOWARD THE BUILDING WITH THE LARGE YELLOW DOORS, NOTE THE LARGE TANK UP AHEAD WITH A PLATFORM ON TOP. IF YOU CLIMB UP ONTO THAT PLATFORM, YOU HAVE A VANTAGE FROM WHICH YOU CAN USE YOUR SNIPER RIFLE TO KILL ALI YOUSSEF. HE IS USUALLY HIDING BEHIND A BARRICADE NEAR THE HELICOPTER. BE PATIENT UNTIL HE RAISES HIS HEAD, GIVING YOU A GREAT SHOT. IT TAKES A FEW HITS TO KILL HIM. HOWEVER, THIS METHOD SAVES YOU FROM HAVING TO ADVANCE ALL THE WAY TO ALI YOUSSEF AND DEAL WITH ALL THE ENEMIES PROTECTING HIM.

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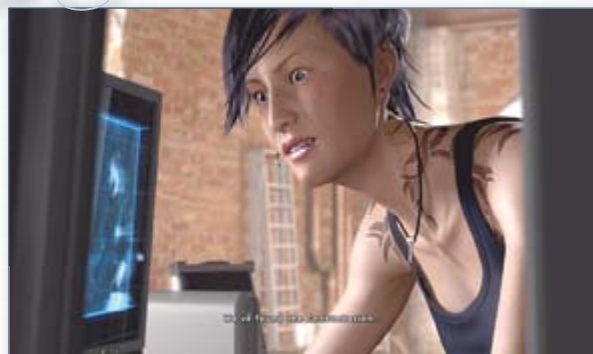
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Rios and Salem have left Iraq and now are fighting against terrorists and other enemies in the Philippines and other parts of the Pacific region. During one of these missions, the two are contacted by Alice Murray with a very big mission. As a result of North Korea's saber rattling and threatening of both South Korea and Japan, the U.S. Government sold the aircraft carrier *USS Constellation* to Japan rather than scuttling her. On the way to Japan, the carrier is taken over by terrorists from Abu Sayyaf, a Philippines-based terror group. Alice sends a chopper to pick up Rios and Salem.



THE AIRCRAFT CARRIER

CARRIER OPS

SPEAK TO THE AIRCRAFT CARRIER'S CAPTAIN

SSC HQ HAS JUST DISCOVERED THAT THE CAPTAIN OF THE AIRCRAFT CARRIER, NAVY CAPTAIN PAUL HARRIS, IS STILL ALIVE ON THE BRIDGE. YOUR NEW ORDERS ARE TO FIND CAPTAIN HARRIS AND DISCOVER WHAT HE KNOWS ABOUT THE ABU SAYYAF TERRORISTS AND THEIR PLANS.

REWARD: \$10,000



Another aerial insertion.

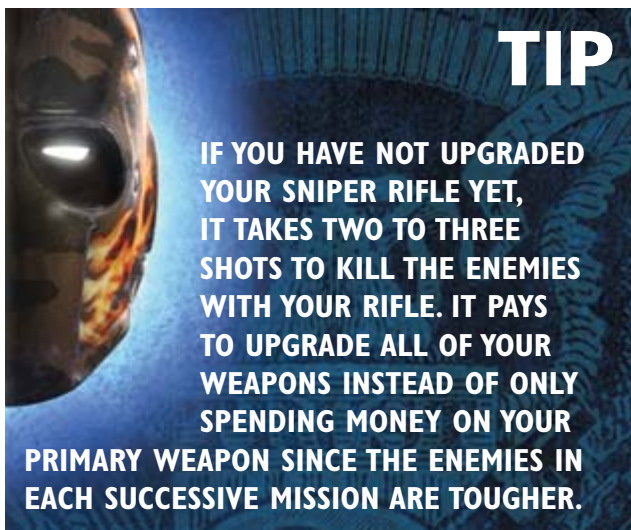


Target the hostile with the RPG.

This mission begins with another aerial parachute insertion. The two of you must drop in tandem with your partner steering the chute while you act as the gunner. Immediately target the enemy firing a rocket-propelled grenade launcher at you because a hit from this weapon could really cause some damage. Then begin clearing out as many enemies as you can. As you get lower and using the sniper rifle becomes more difficult at closer range—and you become easier for the terrorists to hit—order your battle buddy to speed up the descent so you can get down on the deck as quickly as possible.



Come in fast for a landing.



Back-to-back on the deck.



As soon as you touch down on the deck, enemies will come at you from all directions. Go back-to-back and start mowing down the terrorists. They approach from behind the two blue containers on either side of you.

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Keep turning 360 degrees so you can kill all of them before they can get in close and start scoring hits on the army of two. Keep up your fire until Phillip Clyde arrives and helps break up the standoff.

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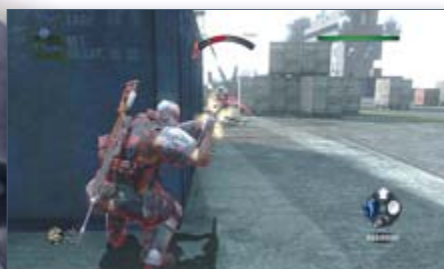


Clyde makes his usual grand entrance.

DISABLE THE FIGHTER JETS ON THE CARRIER RUNWAYS

THE TERRORISTS ARE USING THE JETS ON THE AIRCRAFT CARRIER'S DECK. WE CAN'T ALLOW ANY MORE OF THESE JETS TO GET IN THE AIR. DISABLE THE IGNITION SYSTEMS OF THE FOUR JETS PARKED ON THE CARRIER'S RUNWAYS, THEREBY CRIPPLING THE RUNWAYS.

REWARD: \$6,000



Take cover behind a blue container.



Advance along the left side of the carrier.

After Clyde heads off on his own, move behind the blue containers and take cover. From this spot, begin engaging the enemies coming at you from the front of the ship.

Your new objective is to disable the four jets set to launch. They are all located toward the bow of the ship. Move to the left, or port, side of the deck and then begin advancing. Run from cover to cover, stopping at each spot to take out some enemies. Order your partner to regroup on you so he follows behind and provides covering fire as you progress toward the jets. Alice calls in to push you to hurry. However, there is no time limit to complete this objective. On the other hand, the longer you take getting to the planes, the more likely enemy reinforcements will arrive.

The jets at the middle catapults are ready to launch.



Disable the first jet's ignition system.



As you approach the first two jets, the blast deflectors rise from the deck. Quickly move up next to the front landing gear and press the action button. It takes a few seconds to disable the ignition system. Quickly move to the adjacent jet and repeat the process. Two down and two more to go. Keeping your partner near you, advance to the jets at the bow catapult. Disable these two in the same way to complete this objective and prevent the terrorists from using the aircraft carrier to launch planes.



Advance to the bow catapults and make sure these two jets don't leave the deck either.



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Head back toward the aircraft carrier's island.



Helicopters drop off more enemies.

Now that the jets have been disabled, it's time to meet up with the captain. Head back toward the ship's stern, this time advancing along the deck's right, or starboard, side. As you approach the island, take cover behind crates and fight off the terrorists firing at you from behind their own cover. Choppers fly in to drop off more hostiles, so watch for them and kill the enemies as they disembark and before they can get to cover. Continue moving while using the island for cover. Jump down onto the aft catwalk at the edge of the deck by the island to find a silver briefcase. Quickly pick it up to earn a quick \$7,000. Climb the stairs back up onto the deck and keep moving.



Pick up the first briefcase for a cool seven grand.



Get to the port aft corner of the ship and open this door.



Now move to the rear corner of the ship on the port side and head down the stairs, following the GPS directions. Continue to the door next to the life buoy and press the action button to pull the door open. Enter the room and pick up the riot shield at the rear and get ready for a fight. Order your partner to regroup on you so he will take up position behind you and the shield. Advance cautiously out the next door by the shield onto a catwalk. Several hostiles attack you. Keep moving forward as your brother in arms takes them down with his weapon. If an enemy gets close, press the fire button to bash him with the shield.

Advance along the catwalk using the shield co-op action to clear out the enemies here.



Open this door to continue.



When the catwalk is clear, drop the riot shield and head to the door on the left side. Open it, then continue moving into the aircraft carrier. As you look down into the room below, you see Clyde Phillips talking to one of the terrorists. This does not look good.

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What is Clyde up to?

FIND PHILLIP CLYDE'S USB DRIVE

WHY IS SSC CONTRACTOR PHILLIP CLYDE MEETING WITH THE TERRORISTS? WHAT IS HE UP TO? RIOS SUSPECTS HE'S INVOLVED IN THE RECENT AMBUSHES OF U.S. TROOPS. ONLY ONE WAY TO FIND OUT—GRAB THE USB DRIVE FROM HIS LAPTOP!

REWARD: \$10,000



Take cover behind the aircraft engines.



Melee attacks are great for close-quarters engagements.

The elevated walkway you are standing on does not offer much cover from the enemies firing at you from below. Quickly drop down to the floor and take cover behind some of the aircraft engines. Order your partner to hold position and fire aggressively to build up his aggro. When all the enemies are concentrating on him, move around along the side of the room to come at them from their flanks. Try using melee attacks when up close to knock them down, and shoot them while they are down to finish them off. Clear out all the hostiles on the floor, then climb up the ladder to secure an upper walkway, where others may be hiding behind cover.

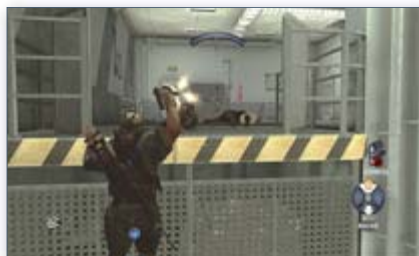
Kill the terrorists on the upper walkway.



Get the USB drive from Clyde's laptop.



After the room is secure, climb back down the ladder and walk over to the laptop Phillip Clyde left behind when he fled the scene. Press the action button while standing next to it to pick up the USB drive and complete one of your objectives. It's now time to find the captain. Order your partner to regroup on you and then go back up the ladder. Exit the room through the doorway.



Take out the enemies while your partner helps you step-jump.

TIP

UPGRADE YOUR SNIPER RIFLE DURING THE SHOPPING. AS THE ENEMIES GET TOUGHER, THEY TAKE MORE HITS BY YOUR INITIAL SNIPER RIFLE IN ORDER TO KILL THEM. TO KEEP MAKING ONE-SHOT KILLS, PURCHASE A MORE POWERFUL SNIPER RIFLE AND UPGRADE THE BARREL. IF YOU HAVE ALREADY UPGRADED YOUR SNIPER RIFLE, CONSIDER PURCHASING AND UPGRADING A SECONDARY WEAPON TO USE WHEN AMMO FOR YOUR PRIMARY WEAPON GETS LOW.

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Move to this tool cage and use the welding torch to cut through a deck plate.



In the next area, jump down to a lower level and then walk across to the room's right side. Your combat bro helps you step-jump up. But kill the enemies that come toward you before climbing up the rest of the way. After they are dead, complete your climb and help your partner get up. It looks like you are at a dead end. Open up your GPS and notice a tool locker is glowing green. This must provide a way out. Walk over to the locker and open it. Inside is a welding torch. Salem and Rios put it to good use by cutting a hole in the deck. Drop down through the hole and do a little mid-mission shopping if you need to. You have already earned some more cash during this mission, so upgrade what you can.

Advance to the doorway leading into Hangar A. However, before entering, clear out any enemies that are visible. Once this end of the hangar is clear, advance into the hangar and get ready for a fight. Several enemies move from across the hangar to attack you and your teammate. Take cover behind containers or crates and return fire. Get your partner to a good position, then order him to hold there while you try to flank the enemies by moving along the side of the hangar. There is no rush, so be careful and clear out enemies as you go so they don't end up behind you.


Watch out for reinforcements to come down via the large aircraft elevators.




Fight from behind cover to stay alive.



As you clear out the area of the hangar where you first entered, order your partner to advance forward. However, as soon as you hear the sound of machinery, get ready for more enemies. They are brought into the hangar by the aircraft elevator on the left side. Take cover behind a crate and kill as many as you can before they enter the hangar. Try not to let any get behind you as the two of you advance across the hangar, clearing as you go.



TIP



A RIOT SHIELD IS IN THE CORNER OF THE ROOM. WHILE IT CAN OFFER SOME PROTECTION, THERE IS ALREADY ENOUGH COVER IN THE HANGAR. IT'S BEST TO KEEP BOTH YOU AND YOUR PARTNER FIRING INDIVIDUALLY RATHER THAN CUTTING YOUR FIREPOWER IN HALF BY USING THE ADDITIONAL PROTECTION THE RIOT SHIELD AFFORDS.

FIND PHILLIP CLYDE'S SECOND LAPTOP

CLYDE FLED IN A RUSH AND FORGOT TO TAKE HIS SECOND LAPTOP. RETRIEVE THE USB DRIVE FROM THIS ONE, TOO, AND OBTAIN MORE CLUES AS TO WHAT CLYDE WAS DOING WITH THE TERRORISTS AND WHAT HIS ROLE MIGHT BE IN THE UNFOLDING CONSPIRACY.

REWARD: \$5,000

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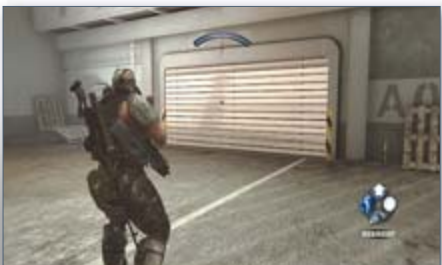


Here is Clyde's second laptop.



Another briefcase is hidden behind some bombs.

Advance along the hangar's left side. In one of the alcoves on this side, you can find a laptop. This is Clyde's second laptop. Use it to get another USB drive to help discover what is going on between him and the terrorists. Keep moving along the hangar walls and, at the far end behind some bombs, pick up the second briefcase for some more money.



You have to get through this door.



Walk over to this plane facing the door and use it to blow the door open.

To get to the ship's bridge, you must get past a large door on the right side of the hangar. However, there is no mechanism for opening it. Alice comes up with an idea—use one of the fighters.

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If you turn around, you can see one aircraft pointing right at the door. Walk over to the side of the plane and press the action button. You lift your partner into the cockpit so he can fire a missile at the door and blow it open. However, before you can leave the hangar, you must deal with some more enemies.



Leave your partner at one spot and then flank the heavy soldier so the two of you can kill him.

A heavy soldier, along with some more enemies, walks into the hangar through the door you just opened up. Withdraw and take cover behind some crates. Order your partner to hold position and build up aggro while you move around to flank the heavy soldier. Watch out for terrorists as you maneuver around the hangar so you can shoot at the heavy soldier from behind. You hear the sound of machinery again; it's the other aircraft elevator coming down with even more enemies.

This enemy is so focused on your partner he doesn't even know you are around until your bullets take him down.



Leave your battle buddy in position while you move around the hangar, rushing from cover to cover. Your partner does a good job of building up aggro and keeping all enemy guns aimed at him. Use this to your advantage and sneak around, picking off enemies from the sides

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where their cover offers them no protection. Grenades are also useful for killing those terrorists who refuse to leave their cover.

Go through the doorway and onto this elevator.



Enter the bridge to find the Captain.



Keep fighting until you have once again cleared out Hangar A. Now advance through the doorway and use the elevator at the end of the corridor to get up to the bridge. There are no enemies in this part of the ship, so you can move without fear of being ambushed. When you reach the bridge, Captain Harris informs you that the terrorists have turned the USS *Constellation* into a big nuclear bomb headed straight toward Manila.



Captain Harris gives you new orders.

SINK THE AIRCRAFT CARRIER

THE CARRIER IS LOADED WITH NUCLEAR WEAPONS AND WILL KILL MILLIONS WHEN IT EXPLODES IN MANILA BAY. THE ONLY WAY TO SAVE LIVES IS TO BRING THE SHIP TO THE SEA BOTTOM WITHOUT CHANGING COURSE. USE EXPLOSIVES IN HANGAR C TO BLOW A HOLE IN THE HULL.

REWARD: \$15,000



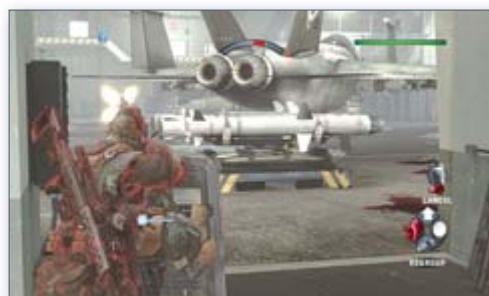
Take the elevator down to Hangar B.



Looks like the Navy SEALs won't be able to help you.

Captain Harris has told you how to sink the aircraft carrier before it kills millions of people. The bombs you need are in Hangar C. However, they won't detonate on their own, so get moving. Exit the bridge and make your way to the elevator. It take you down to Hangar B. Descend the stairs after leaving the elevator and spend some of your cash doing some mid-mission shopping. After you have upgraded all that you care to, pick up the riot shield and order your combat bro to regroup on you as you head into the hangar. As you enter, you see the body of a Navy SEAL, Pedro. It looks like they arrived—but were ambushed by the terrorists. It's up to the army of two to save the day.

Advance into the hangar.



Clear out all the enemies in this hangar.



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Move through the hangar, killing enemies as you go. Use the shield for a bit, then dump it and take cover behind crates. Stay at this end of the hangar as you engage the enemies on the opposite side. Leave your partner to hold a position while you move around this part of the hangar to ensure that it's clear. The enemy in here is good about using cover, so you must advance along the hangar's side to hit them with flanking fire.

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Move across the hangar to clear it out.

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More enemies come down on the aircraft elevator.

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As you clear out the hangar, order your partner to advance or regroup on you so he moves forward. Just when you think you have finished off the last enemy in here, the aircraft elevator lowers and brings in more enemies. Try to kill as many as possible while they are exposed on the elevator. Then hunt down the rest that have sprinted for cover and are taking potshots at you when they get the chance. Work as a team to finish off these new arrivals so you can then continue with the mission.



Then jump back down and open the doors to Hangar C.



The huge doors at the end of the hangar open up to Hangar C, where you must go to sink the carrier. However, their controls are not working. Luckily Rios knows a thing or two about how they work. If you can release the hydraulic pressure, the two soldiers can muscle the doors open. A panel is located to the right of the hangar doors. However, to get up to this panel, you need to step-jump. Order your partner to advance and he moves into position to lift you up. Pull him up as well. The army of two kicks open the panel and takes a few shots at the hydraulics. That is enough to release the fluid pressure. Now jump back down and walk over to the doors to open them.

KILL WELL-ARMORED TERRORIST

A WELL-ARMED TERRORIST IS STOPPING YOU FROM COMPLETING YOUR MISSION. TAKE HIM DOWN TO KEEP MOVING.

REWARD: \$8,000



Step-jump up to the elevated platform and shoot out the hydraulic controls.



Terrorists rush in as you open the door to Hangar C.



In close combat, melee attacks are quite effective.

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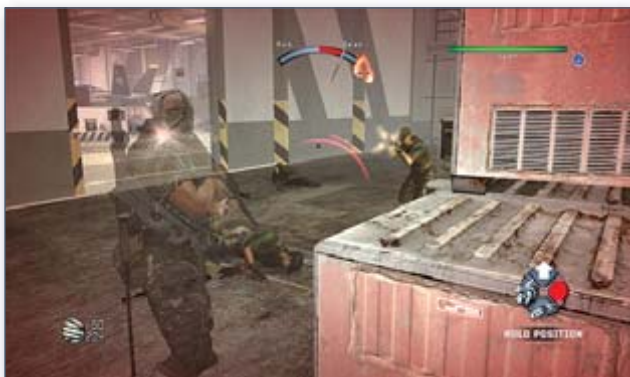
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Take cover and clear out Hangar B for a third time.

As soon as you open the hangar doors, a flood of terrorists rushes in and a heavy soldier armed with an RPG starts firing. Quickly take cover and stay away from the doors to avoid being hit by high-explosive rounds. Leave your partner to hold position behind cover where he can engage enemies as they come through the doorway while not exposed to fire from the heavily armored soldier in the next hangar. Now you must move around the hangar and clear out the enemies that got in. Although you could rush forward, you don't want to worry about these enemies sneaking up behind you later and shooting you in the back.



Clear out your side of the hangar door, then rush through to kill the heavily armored terrorist with melee attacks.

After the hangar is clear once again, it is time to go after the heavy soldier who stays in Hangar C. Move up to the doors and wait until he fires his RPG. It takes a while before he can reload and fire again, so rush into the next hangar to a spot from where you can hit the heavy from a side or rear. When he turns to fire at you, your partner should then be able to hit him from a flank. If the bruiser is still on his feet, order your partner to advance aggressively and then maneuver around so that the two of you are hitting the heavy from opposite sides.



Look behind this basketball hoop for the third briefcase.



By this time, most of the enemies in this hangar should be dead, since they tend to rush into Hangar B and are killed there. Advance across the hangar to the other side, making sure it is all clear of threats. Before moving bombs, move to the basketball hoop at the far end and look behind it to find the third silver briefcase and pick up an extra \$7,000. Now go to the rack of bombs in the hangar's center and press the action button to push them onto the elevator. After they are moved, Captain Harris sends them down into the hull of the ship and detonates them.



Push these bombs onto the elevator platform to complete another objective.



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Now it's time to get off the ship. The exit is up on a higher level overlooking Hangar C. You have to step-jump up to a walkway in the corner of the hangar. Move to the left side and then run between two rows of missiles. At the end, your partner boosts you up to the walkway. Pull him up and then advance to the walkway's opposite end. Head through the doorway and continue down a corridor. At the end, you must use your muscles to open a metal gate to get to the ladder. By this time, the bombs have detonated and the ship is sinking. Get up to the flight deck!

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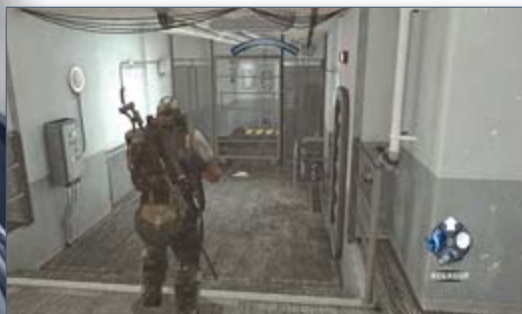
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Run through the space between these missile racks.



Use the step-jump to get up to the walkway.



Pull open the gate and climb the ladder to the flight deck.

REACH THE DECK STERN EMERGENCY BOAT

THE CARRIER'S GOING DOWN. THE ONLY WAY YOU'LL SOLVE THE MYSTERY OF WHY PHILLIP CLYDE WAS LEAKING TROOP POSITIONS TO U.S. ENEMIES IS IF YOU GET OFF THIS SHIP ALIVE—SO HURRY! HEAD FOR THE ESCAPE RAFT AT THE REAR OF THE SHIP!



You begin at the bow of the ship.



Run to the stern, dodging debris as you go.

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THE AIRCRAFT CARRIER

You both emerge near the bow catapults on the flight deck. The boat you must use to escape is clear at the other end of the ship. You have less than two minutes from the time you climb up onto the flight deck until the carrier goes under, so run like hell! This part of the mission is a foot race. Since both Salem and Rios are running for their lives, you can't give orders to your partner. It's not like he would listen anyway. As you head to the ship's stern, explosions send crates and debris flying in your direction. Just move to the left or right to dodge them and keep running. If the debris hits you, it will knock you down and injure you. As you get to about the middle of the flight deck, terrorists start shooting at you. Feel free to take shots at them as you run, but don't stop and take time to kill them. They will die soon enough. Just make sure that you don't die as well. The escape boat is at the far end of the flight deck on the port side, which is to your right. Drop down into the walkway to complete the mission successfully. Salem and Rios lower the boat and motor away to watch the *USS Constellation* take its nuclear weapons and hijacking terrorists to the bottom of the Pacific Ocean.



Head to this aft corner of the flight deck to get to the boat.



Salem and Rios escape just in time to watch the carrier go to the bottom.

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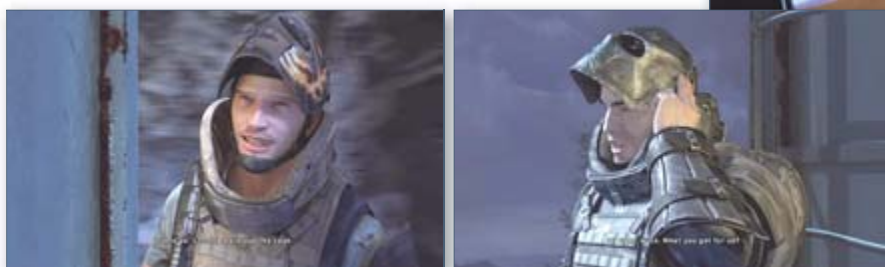
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A heated debate between two United States Senators focuses on a bill to essentially privatize the country's military. Senator Alex Richter believes private military contractors can defend American interests better and cheaper than a standing military. Senator Richard Whitehorse, on the other hand, holds firm that passing this responsibility on to corporations who make money during war is not wise since these same corporations will promote war for their own profit—dragging the United States into unnecessary and unwanted conflicts.



Meanwhile, Salem and Rios are busy in South Korea doing a job for one of their weapons suppliers—Cha-Min Soo. Since the mission on the *USS Constellation*, the two soldiers have remained out of contact with SSC as they try to investigate Phillip Clyde's dealings with the terrorists and a possible link between SSC and those who would wish to do the U.S. harm. While engaged with enemy soldiers, Salem's satellite radio is accidentally switched on, allowing Alice Murray to track the two soldiers and make contact with them. SSC has a new mission for them. They need to pack their duffel bags and head to China.



CHINA

THE SETUP

DESTROY THE CONVOY AS IT CROSSES THE BRIDGE

ABU SAYYAF, THE TERRORIST MASTERMIND BEHIND THE CAPTURE OF THE USS CONSTELLATION AIRCRAFT CARRIER WILL BE CROSSING THE THIS BRIDGE OVER THE LIJIANG RIVER. YOU BOTH MUST SHOOT AT THE SAME TIME TO DESTROY THE BRIDGE JUST AS THEY PASS OVER.

REWARD: \$30,000



Welcome to China.



Take cover behind this log when you run into enemies.

The mission begins with the partners down in a river canyon. Having left your hovercraft behind, you now have to hike up one side of the canyon to get to a perfect vantage point to carry out your assignment. Since no one is expecting any trouble, you only face light opposition from a few soldiers patrolling the area. As you begin heading up the stairs and pathways, order your brother in arms to regroup on you so he follows you. Approach a large log laying across the path, crouch down, and get ready for trouble.

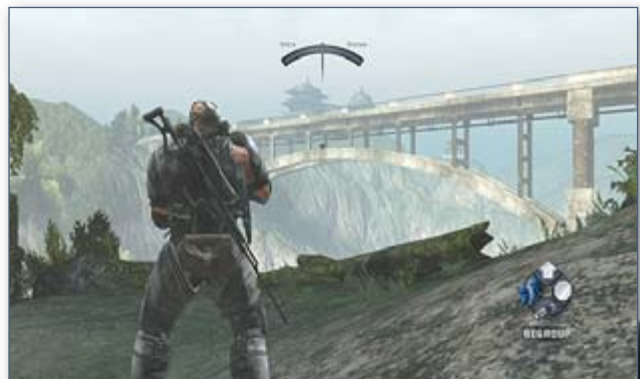


Rush ahead to take out the Chinese soldiers.

More are waiting near your destination.



Switch your partner from passive to aggressive mode so that when the combat begins, he starts building up aggro. When he glows red, rush forward and take out the enemies hiding behind cover. Keep advancing toward your objective. At the end of the trail, you see a structure. More enemies are waiting at this spot, so take cover and try to pick them off from a distance because there isn't much cover along the path to protect you while you approach the soldiers. Kill these last remaining threats and then continue to the spot where you have an excellent view of the bridge.



Move to this spot and order your partner to co-op snipe with you.

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The convoy arrives at the bridge.

At the spot from where you will make your strike, order your battle

buddy to co-op snipe with you. Take aim at the pipeline connector under the center of the bridge. Don't fire just yet. If you want to make the kill, you have to wait until the convoy drives out onto the bridge. As soon as it passes over the spot where you both are aiming, fire your sniper rifle. The gas pipeline explodes, damaging the bridge's integrity and sending the convoy vehicles down to the river below. Good shots.



Time to bug out!



Gun down enemies while you run for the river.



Use cover when you can—especially when facing more than one enemy.

Immediately after you complete your objective,

Alice contacts you and warns you to get out of the area as quickly as possible. Lots of Chinese soldiers in the area are coming after you. Make sure your partner is set to aggressive and regroups on you, then start heading back along the trail to get down to the river. As soon as you see an enemy, crouch down and open fire. This is very important because the trail is devoid of cover.

When you do come across the rare log or something you can duck behind, stay put for a bit and wait for enemies to come to you. It is better to engage several enemies while you have some protection. In fact, wait at the log until no more enemies come at you. Then you can rush down the wooden stairs without having to take enemy fire while you're out in the open and exposed.



Rush down to the river and climb aboard the hovercraft to make your escape.



Get moving! The Chinese military has hovercraft too!



You take control of the hovercraft while your combat bro mans the machine gun. Don't waste time sightseeing down the Lijiang River. The Chinese soldiers are coming after you in hovercraft of their own. Your hovercraft's controls are similar to the dune buggy, so hit the gas and get flying across the water. Concentrate on driving while your partner fires on the enemy. The river takes some sharp turns, so be ready for them. Try to cut to the inside of each turn since the hovercraft slides to the outside of a turn and you don't want to hit the bank and come to a sudden stop with the Chinese military hot on your tail.

Alice let's you know why they are after you. It turns out that the convoy was not carrying the terrorist leader, as you were told. Instead, you just killed United States Senator Richard Whitehorse. It can't be a coincidence that the one senator who was so adamantly against the privatization of the military is now dead. Furthermore, a huge contract

has just been put out on the two soldiers who killed the senator—Salem and Rios—just when you thought this day couldn't get any worse.

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Speed is your best defense. As long as you keep moving, you are a harder target for the enemy to hit.



Slow down to get around boats and other obstacles on the river.



In addition to hovercraft, the Chinese military also sends a helicopter to take you out. Just keep going at full throttle. However, as you come across other boats and obstacles in the river, slow down to steer around them, then open her up again on the river's straight sections. Ahead in the distance, you eventually see a large structure blocking the river. This is a lock, and you are going to have to use it to get farther upriver.



Dock the hovercraft and jump out.

TIP



AFTER DOCKING, TAKE COVER BEHIND THIS CONCRETE WALL AND USE YOUR SNIPER RIFLE TO TAKE OUT ANY REMAINING ENEMY SOLDIERS ON THE DOCK. A COUPLE HAVE RPGS THAT CAN CAUSE A LOT OF DAMAGE IF YOU DON'T TAKE THEM OUT QUICKLY. EVEN TRY CO-OP SNIPING.

Slow down and pull up alongside the dock on the river's right side. When you come to a stop, jump out of the hovercraft. You now have some fighting on foot. Wait for your partner and then move to the stairs.

TAKE DOWN THE FIRST CHINOOK HELICOPTER

LUCKILY, ALICE IS MAKING SURE THIS MISSION IS NOT A COMPLETE WASTE FOR YOU. SHE'S FOUND A WAY TO HELP YOU MAKE SOME CASH. TAKE DOWN THE FIRST CHINESE TROOP HELICOPTER AND YOU'LL BE COMPENSATED BY THE NORTH KOREAN GOVERNMENT.

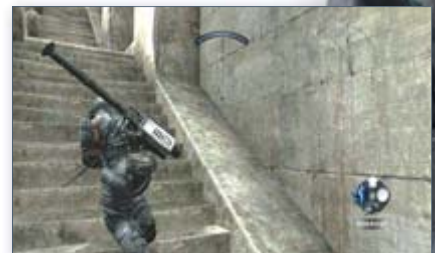
REWARD: \$10,000

KILL THE FIRST HEAVILY ARMORED SOLDIER

LUCKY FOR YOU, ALICE JUST FOUND OUT THAT THE NORTH KOREAN GOVERNMENT WILL REWARD YOU FOR THE FIRST HEAVILY ARMORED SOLDIER YOU'RE ABLE TO TAKE DOWN.

REWARD: \$15,000

Head up the stairs.



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As you approach the stone stairs leading up to the lock structure, you have an opportunity to conduct some mid-mission shopping. If you have enough money, it's a good idea to purchase a Stinger missile launcher. However, if you don't have that much cash on hand, focus on upgrading your primary weapon. You want something that causes a lot of damage because the enemies—especially the elites—are a lot tougher. Another good idea is to upgrade your armor so you can take more hits before going down. When you are through upgrading, continue up the stairs.

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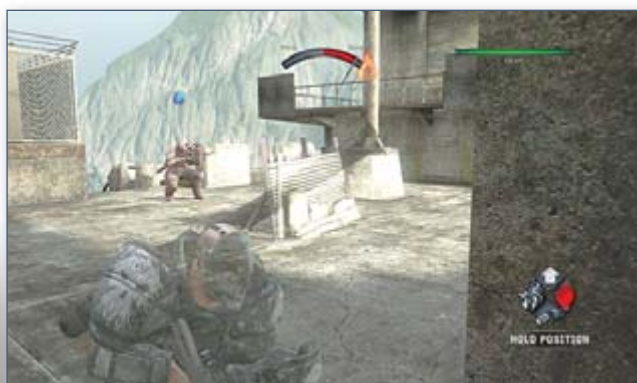
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The fight starts at the top of the stairs.



While your partner holds position behind cover, begin advancing.

The lock structure is like a miniature fortress. It's crawling with hostiles just waiting to kill the Army of Two. As you approach the top of the stairs, crouch down and get ready to shoot. Several enemies open fire as soon as they get a glimpse of your battle mask. Rush forward and take cover behind the barricade directly in line with the stairs. Kill any enemies to your right and left first, then begin firing over the barricade at other soldiers. Order your brother in arms to hold position in aggressive

mode. As he builds up aggro, move to the wall on the right and begin advancing against the enemy.



Move past the footbridge over the river and clear out this area.



Continue up to this tower and move around, clearing out all enemies here.

The Chinese soldiers like to throw grenades at you, so watch out. While they won't kill you, they will knock you down and make you vulnerable to enemy fire and cause some damage. When you see them coming your way, try to move. Advance from cover to cover as you push the enemy back. Keep going past the footbridge on your left and secure the area on this side of the bridge. Pick up some ammo dropped by the enemy, then head up the stairs to the tower on this side. Usually, two to three enemies are up there. At the top, advance cautiously around the tower in a counter-clockwise direction. Blind fire around each corner to kill the enemies before they can get you. Be careful about getting close to the elites. Although you may have gotten used to using melee attacks, the Chinese elites also are good at using melee attacks against you. Keep in mind, a single melee attack won't kill them—so after you knock them down, fire a burst into them to make sure they stay down for good.

You and your battle bro have flanking positions on the heavy soldier as he crosses the footbridge.



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When the tower is clear, take cover behind the metal sheets along the railings so you have a good shot at the footbridge. By this time, a heavy soldier is walking across. One of you can shoot at this soldier from the rear. If this enemy is focusing on you, and your battle buddy is not causing any damage, order your partner to advance aggressively. This heavy soldier is one of your sub-objectives, and killing him earns you some additional cash. Plus, if you don't kill him, he will end up killing you.

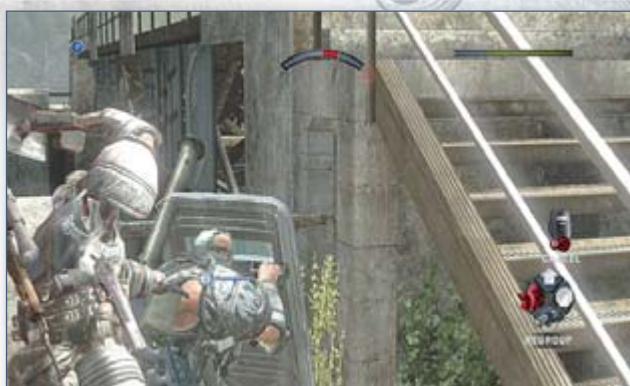


Move up onto the tower near the stairs where you entered this area.

Use these controls to open the first set of gates to the lock.



Enemies remain on the other side of the river. However, before dealing with them, head back to the first tower, near where you entered this area, and use the controls to open the large lock gates. This causes some more enemies to arrive. Although you don't have to kill the enemies across the river, it's a good idea to do it now rather than later when even more Chinese soldiers show up.



Use the shield to get across the footbridge.



Order your teammate to regroup on you and then pick up the riot shield near the stairs to the footbridge. While you hold the shield, your partner fires at enemies on the river's opposite side while you both advance across. Since there is no cover on the bridge, it is important to use the riot shield for protection. Watch out for the soldier with the RPG. Move toward him if he has not been killed yet so that your battle buddy can get a shot at him.

Head to the tower to the left.



Pick up a briefcase with \$10,000 inside.



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When you make it to the other side of the footbridge, drop the shield, take cover where you can, and start attacking the soldiers. Leave your partner near the bridge while you head up the stairs to the tower on the right to clear it. Then advance back toward the bridge and to the other tower, with your brother in arms right behind you. After you have killed all of the enemies, walk up onto the tower and pick up a silver briefcase for a big cash infusion for your account.

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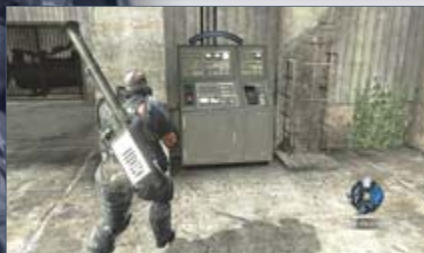


Head back down to the hovercraft and drive it into the lock.

Now that all enemies have been killed, pick up the shield and return back across the footbridge. Drop it off at the bottom of the stairs on the opposite side, then go back to the hovercraft. Your teammate stays behind.

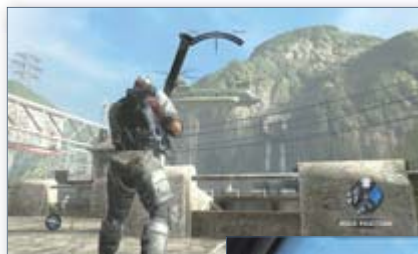


Climb up the ladder to get back to the top of the lock.



Flood the lock with these controls.

Climb into the hovercraft and drive it through the opened gates into the lock. Dock along the right side and hop out. Climb up the ladder to the area where you were before. You now have to flood the lock and open the other gates. The controls for these are located almost directly ahead of you after you reach the top of the ladder. Use the controls and the lock begins to fill to the level of the river upstream.



A Chinese helicopter flies in to drop off more soldiers. Shoot it down.



Get back across the bridge and use these controls to open the gate.



The lock is flooded, but you still need to open the upstream gates. The controls for these are on the other side of the river in the tower to the right. However, before you can worry about that, a Chinese Chinook arrives on the scene and starts dropping soldiers down on the other side of the river. If you purchased a Stinger missile launcher, fire it at the chopper to shoot it down and earn a fee. Try to kill as many enemies across the river as possible, then advance with your teammate across the

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footbridge again. Use the riot shield if you want to or just run for it. Leave your partner at the end of the bridge to hold position while you head up the steps to the right tower to clear all enemies around it and use the controls to open the upstream gates of the lock.

Take these stairs down to the hovercraft.



Race upstream, jumping over obstacles in the river.



Now that the lock gates are open, it is time to get out of Dodge. Order your teammate to regroup on you and race across the footbridge. Be ready for a few enemies on the other side. Take cover and blow them away. When it's clear, descend the stairs near the ladder and move down to the waiting hovercraft. Climb aboard and punch it. Luckily, it seems that you have been able to lose your pursuers. Continue speeding upriver until you are finally blocked by a large dam. Pilot the hovercraft to the left and leave it at the dock while you and your battle buddy climb out.



The dam means the end of the road—or river—for you.



Follow the wooden walkway to a village.



After using the step-jump, hold and wait for these two goons to show up. Mow them down.

It looks like you are going to have to hoof it again. Follow the wooden walkway as it leads from the river toward a small village. At the gap, jump down to the grass below and wait for your partner to kneel down to help you step-jump. When he lifts you, don't climb the rest of the way just yet. Instead, use precision fire to kill the two enemies walking toward you along the walkway. After they have been neutralized, climb up the rest of the way and help your partner up. As you approach the village, you can see two guards on a walkway up ahead. If you have a sniper rifle, you can co-op snipe them. Otherwise, just take them out with your primary weapon.

Move into the village and around to its left side.



RETRIEVE THE SATELLITE DATA FROM THE LAPTOP

EVEN THOUGH YOU'RE EMBROILED IN THE CONSPIRACY OF THE CENTURY, ALICE HAS NEVERTHELESS FOUND A WAY FOR YOU TO MAKE SOME CASH. SHE'LL PAY YOU FOR ANY SATELLITE DATA YOU CAN FIND ON THE LAPTOPS IN THE AREA.

REWARD: \$15,000

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Continue on into the village, killing enemies as you come across them. Move into the buildings and find a good place to defend.



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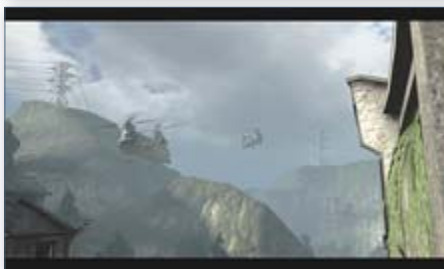
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The Chinese military is flying in troops to kill you.



Alice has found another way for you to make some more money while running for your life. You gotta love that girl. She also lets you know that Chinese troops are headed your way. As the choppers appear in the distance, look for a spot you can hole up in. A couple of buildings constructed of concrete will serve as impromptu bunkers. Move into them with your teammate and get ready.



As your partner lays down suppressive fire, move along the low concrete wall to flank enemies in other buildings.



Advance through the village, clearing out each building as you go. Blind fire through the windows to kill enemies inside.

Try not to stay in one place too long. After fighting off the initial assault, start moving. Order your brother in arms to hold position behind good cover and build up a load of aggro. This allows you to move quickly and stealthily around to flank enemies in other buildings.

When you get to some good cover of your own, lay down suppressive fire—building up aggro—and order your teammate to regroup on you. You may even want to have him advance past you to a good spot, then order him to hold there while you catch up. As you move through the village in a clockwise direction, clear out each building you come to. It's not a good idea to leave enemies behind you because they tend to shoot you in the back. Blind fire through windows to keep them down, then rush in to finish them off.



As you approach the mineral processing facility, an explosion blows open the door.



Kill the enemies that run out of the facility and through the village.

Your goal is the mineral processing facility. However, don't rush up to it. Just approach it until the door is blown out by an explosion. Soldiers rush out the opening. Mow them down with automatic fire, then take cover while you continue to engage enemies still fighting in the village. There is more money to be earned in the village, so don't enter the facility just yet.



Move to this house to the right of the facility and ascend the stairs to find another briefcase.



While facing the mineral processing facility, turn to the right and advance to the house straight ahead. Leave your partner behind to provide covering fire as you move. Kill the enemies inside—grenades work well—and then climb the stairs to the room on the second floor. A silver briefcase in one corner of the room contains ten grand. Grab it; soon you'll be able to spend it. Now head back to where your teammate is waiting for you.



Enter the mineral processing facility.



It takes two to lift open this heavy door.

It's now time to leave this village that has offered you shelter for such a short time. Tell your partner to regroup on you and then enter the mineral processing facility. Watch out for any enemies who might be hiding in ambush. Kill them, then move to a large metal door. Press the action button while near it to open it with your teammate's help. Continue into the next room, where you get to do some mid-mission shopping and restock your ammo. It's a good idea to select a sniper rifle for your special weapon, and upgrade your primary weapon for maximum damage. You still have a lot of fighting ahead of you. After you're done shopping, walk over to the laptop and use it to gather satellite data to complete a sub-objective.

USE THE CARGO TRAIN FOR EXTRACTION

YOU'VE BEEN FRAMED FOR MURDERING A U.S. SENATOR. TO CLEAR YOUR NAME YOU'LL HAVE TO TAKE ON SSC ITSELF WHEN YOU'RE OUT OF HERE. A CARGO TRAIN WILL PASS UNDER THE LAST BUILDING IN THE MINERAL PROCESSING FACILITY. DROP DOWN ONTO THE TRAIN TO ESCAPE.



Head to the next factory.



Use a door as a shield.

Alice has finally found an escape for you. To get to the train, you must first move through a couple of factories in this large facility. Walk over to the large metal door and press the action button to get your teammate to help you open it. When you step outside of the building, you see a narrow area through which you must advance to the next building. That car on the left side looks like it might offer a shield, if you rip off the door.

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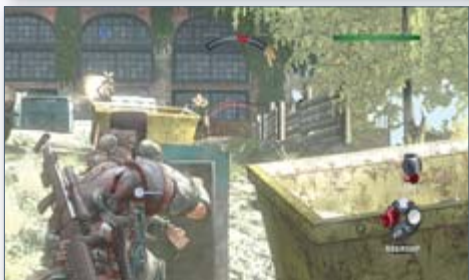
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Use the shield to advance up the pathway's right side to the machine gun turret.



Another tactic is to leave your partner behind cover to build up aggro while you head around to the left side to flank the turret.

Getting to the next buildings can be tough because there are several enemies along the way as well as a machine gun turret with an excellent field of fire down the path. It's always a good idea to use the shield and order your partner to regroup on you. As you advance, try to use as much cover as possible to help your door shield last longer. You can actually walk right up to the turret if you keep moving and stay to the right.

Another option is to move up to a good cover position on the right, drop the shield and order your partner to hold while you flank around to the left to hit the enemy from a side. You are more exposed when attacking from this side, so you have to be very careful.



Use the machine gun turret to kill those enemies you bypassed during your advance.



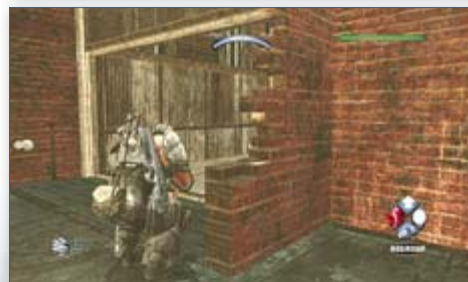
Move along the outside of the building and enter through this side doorway.

After you've killed the gunner, order your battle buddy to regroup on you. Don't rush right into the building. That is what the enemy is waiting for. As soon as you walk in, a machine gun turret on an upper level to the left opens up and hoses you with lead. To avoid this painful experience, move around the building's right side and enter through a side doorway. However, before you walk in, take a look to see if any soldiers are waiting to kill you.

Kill the enemies hiding behind the short wall in the washroom.



Move around to this elevator.



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Usually, several hostiles lurk in the washroom. Try throwing a grenade so it lands behind the short wall to take out several of them. Another good entry tactic is to lay down heavy blind fire around a corner, then order your teammate to advance and kill them while they are hiding from your covering fire. Move into the washroom, then move through the next room to an elevator. The machine gun turret on the upper level commands the stairway. While you enter the elevator, your partner activates it so you can sneak up behind the turret. Be sure to order your partner to hold position. If you have him set to regroup, he will rush up the stairs before you are ready and will likely be hit by the turret.



Take out the enemies at the top, then hit the turret from the side to kill the gunner.



When the elevator arrives at the top floor, the door opens automatically. Be ready to gun down any enemies who come after you. Peek around the corner to the left and take a shot at the gunner manning the turret. If he starts shooting at you, move back behind cover and order your combat bro to advance aggressively. As he heads up the stairs firing his weapon, the turret turns to engage him—giving you the perfect opportunity to kill the gunner. Order your partner to regroup on you and then get ready to continue through the factory.



Kill the enemies on the catwalk before you step-jump all the way up.

Your partner moves forward to a damaged stairway leading up to a catwalk and gets ready to lift you up. Step-jump up a bit, then take down a couple of enemies coming down the stairs before you climb up and help your buddy up. Continue ascending the stairs to the factory's third level and take cover behind a large piece of machinery.



A lot of enemies are up on this level, so fire around the cover at them.



Watch out for explosive traps set up on the sides of the machinery. They will detonate if you walk past them.

Explosives are mounted on the sides of the machinery in several places. They're set to detonate if you try to walk past them. Shoot out these explosives from a distance. The explosion may even kill nearby enemies. Order your teammate to hold position while you deal with the explosives. It's a good idea to let the enemies come to you since they have to come into the open when moving around the machinery to get to you.

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Flank the heavy soldier.

Eventually you must move when a heavy soldier with a machine gun blasting begins advancing toward you. Take cover and let him come. If possible, get your partner to begin firing at him from behind cover to get his attention. You can move around behind the heavy soldier, using the machinery to cover your maneuver, and attack him from behind, catching him in a deadly crossfire.



Pick up the shield by the small flight of stairs. Then move up the stairs and advance.

After clearing out the enemies around the machinery, move to the stairs at the other end of the room and climb up to a higher level. At the top of the stairs, pick up a riot shield and then walk up a short flight of stairs. Order your teammate to regroup on you, then move across this space to the door at the opposite end. As

you hold the shield, your battle buddy follow behind, gunning down enemies. Remember to press the fire button if you get close to an enemy to smack him with the shield. At the end, drop the shield and open the large doorway to exit this factory.



You must fight to get to another factory, and then fight through it.



Take cover and start shooting the numerous enemies around this area.

As you exit the first factory, you emerge into another factory with an open area you must advance through. Since this area is filled with hostiles, duck behind cover and start picking them off with your weapon of choice. While your primary weapon works well, you can even try using your sniper rifle for long-range kills against enemies that pop their heads out from behind cover.



Use a riot shield for cover as you advance forward to these pipes.

CHINA



Move around this pile of gravel to the right to sneak up behind the heavy soldier.



When you have killed all of the enemies you can from your first position of cover, pick up the nearby riot shield and advance. Get to the pipes directly ahead, drop the shield, and order your partner to hold position. By this time, more enemies are being delivered by helicopter. A heavy soldier marches toward you from the direction of the factory. Leave your combat bro behind as you maneuver to the right around a large pile of gravel to come in behind the heavy soldier and gun him down.



Clear out the rest of the enemies including those by this large dumpster.

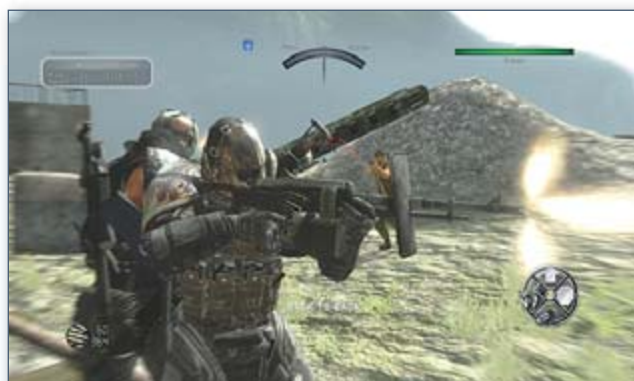


Look behind the large metal container to find the mission's third briefcase.

Work together with your teammate to finish off the rest of the enemies outside the factory. Then move to the dumpster along the side of the factory. Behind it, you discover another silver briefcase with \$10,000 inside. Order your partner to regroup on you and then go to the factory's door.



This is the way into the factory.



Enemies are everywhere! Go back-to-back!

Move to the metal door to enter the second factory.

However, as you approach it, an explosion blows out the door, knocking you both to the ground. By the time you get up, hostiles are coming at you from all directions. Go back-to-back and hold down the fire button as you circle around, shooting at all of the enemies as they approach. When this co-op tactic ends, take cover to finish off any still-living enemies. Then walk around picking up ammo dropped by dead foes.



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Shoot as you move through the factory.

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Take cover behind the metal plates on the railing.

Enter the factory through the now-doorless opening. Stay crouched down and advance while holding down the precision fire button so you can accurately fire at any soldiers that pop out to attack you. Head up the stairs to the catwalk and move to the left to clear out any enemies hiding along the catwalk next to the factory wall. Then move back to the right. Take cover behind the railing, which has plates of metal that protect you from fire from below. Shoot down on the enemies to kill as many as you can. Then leave your teammate here to cover you as you continue to the right and descend to the floor below.



Fight while moving across the floor area, knocking down anyone who gets in your way.



Use these controls to activate the crane behind you.



Advance across the floor area toward the control panel on the wall at the end of the factory. If you aren't sure where to go, activate your GPS. Your partner provides fire support, so get in and use melee attacks against enemies at close range. Watch out for the Chinese helicopter that flies over and strafes the area with machine gun fire. Just take cover and wait till it passes—then keep moving. When you get to the control panel, use it to cause a crane to drop large rocks onto a conveyor belt. This is necessary for you to make your escape a bit later.

CHINA

Engage the new groups of enemies that arrive to stop you.



Move along the path running adjacent to the conveyor belt.



Return across the floor toward the catwalk in the center of the factory. The helicopter that flew over dropped off more enemies and they come at you while you try to move across the open area. Take cover and kill them. Then continue up the stairs to the catwalk. Follow the directions on the GPS to get to the factory building's exit. Use caution as you move because enemies may be waiting to ambush you. Keep your partner close with the regroup order.



Shoot the explosive on the side of the walkway.

Enemies come at you from the other side of the walkway. Be ready to kill them when they appear.



Use the GPS while on the walkway to locate an explosive planted along the conveyor belt. Shoot it to destroy it. Then get ready for some hostiles to come at you from the building directly ahead. Stay low and shoot to kill to clear off the walkway. Continue moving to the next building and walk inside. Go down the stairs and walk over to the large loader filled with rocks. These are the rocks the crane dropped onto the conveyor belt. Move to one of the handles and press the action button. Your partner pulls on the other handle. As a result, the loader tips, dumping out the rocks to crash through a chute so the two of you can jump down to the passing train below.



Head down the stairs to get to the loader.



These handles tip the loader.

Salem and Rios finally escape.



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Salem and Rios are able to arrange transportation out of China courtesy of their friend Cha-Min Soo. He has loaned them the use of one of his cargo planes so they can fly directly into Miami where the headquarters of SSC is located. A hurricane is headed toward the coast of Florida, and if that isn't enough trouble for the Army of Two, the Air Force has sent a couple of fighters to intercept their unauthorized flight into the United States. To compound matters even further, Phillip Clyde, SSC's psychotic merc, has stowed aboard the plane and killed the flight crew.

The cargo plane is shot at and damaged by the Air Force fighter jets. As it starts going down, Clyde fires a rocket launcher, which blows away the rear of the aircraft. Salem and Rios have just enough time to climb aboard their hovercraft and release the deployment chute to escape from the doomed plane before it crashes into the sea. Since the storm surge from the hurricane has hit Miami full force, the hovercraft will come in handy maneuvering around the flooded city.



CORPORATE RAID

FIND AND ELIMINATE ERNEST STOCKWELL

THE EVIDENCE SUGGESTS SSC CEO EARNEST STOCKWELL IS THE MASTERMIND OF THE STILL-UNFOLDING CONSPIRACY. HE'S BEEN WORKING WITH CLYDE AND REVEALING TROOP POSITIONS TO U.S. ENEMIES SO THAT SSC LOOKS BETTER BY COMPARISON AND GETS MORE JOBS. FIND AND KILL HIM.

FIND AND RESCUE MURRAY; GET HER TO THE EXTRACTION POINT ALIVE

ALICE MURRAY, YOUR FRIEND AND CONTRACT HANDLER FOR FIFTEEN YEARS, IS BEING HELD HOSTAGE. YOU NEED TO FIND HER IN THE LUGGAGE ROOM AND SAVE HER. BUT BE CAREFUL. IT'S OBVIOUS THEY'RE USING HER AS BAIT TO GET TO YOU.

REWARD: \$35,000



Drive the hovercraft through the flooded airport.



You begin the mission inside the lower level of the flooded Miami airport. Alice is being held somewhere here and you have to find her. While your teammate mans the hovercraft's machine gun, you are in control of the vehicle. Drive it forward through the airport. SSC has sent its own soldiers to kill you and your partner, so be ready. Your partner fires at them as you speed past them. Keep going straight and then make a left turn at the end of this area and drive right up the stairs.



Take the hovercraft right up these stairs.



Use teamwork to advance down this concourse.

After docking the hovercraft at the top of the stairs, jump out and immediately take cover behind a wall or planter. You must advance down a long concourse with only limited cover along the way. Enemies have taken up positions behind and inside newsstands and they're waiting to ambush you. Order your partner to hold position and fire aggressively at the soldiers. Once his aggro is built up, rush forward toward the enemies, slide into cover, and begin attacking them from a closer range. It is your turn to build up aggro, so have your partner stay passive while you start blind firing. Send your teammate advancing forward, having them hold once they get to cover near your position so he can then take over the role of providing

covering fire.

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Get in close for the kill when the enemy is hiding behind cover.

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Use melee attacks. Just remember that it takes more than one to kill these tough soldiers.

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Since the concourse is fairly narrow, it's tough to maneuver around to flank the enemy. Instead, you must rush forward to where the enemy is hiding and fire right over their cover. These SSC soldiers are the toughest enemies you have faced. They can take a lot more damage and are a lot more dangerous. If they get in close, they will try to melee attack you. Therefore, you either have to kill them before they get that close, or melee-attack them first.



TIP

AFTER KNOCKING DOWN THESE ENEMIES WITH A MELEE ATTACK, SHOOT THEM WHILE THEY ARE DOWN TO FINISH THEM OFF BEFORE THEY CAN GET UP AND ATTACK YOU.



Grenades are very useful for getting those enemies hiding behind cover.

Use precision fire to kill enemies at longer ranges when they move between cover and are more vulnerable.

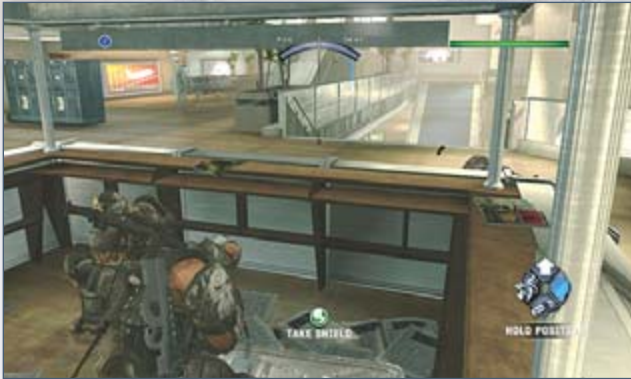


Continue fighting past the newsstands to the spot where the concourse narrows. While leaving your battle buddy to cover you from the last newsstand, advance and take cover behind the wall. Lean around to the right and kill as many enemies as possible with precision fire while your partner regroups on you. Press forward, clearing out the rest of this area. Those enemies that are not killed by you here usually flee up the stairs to the next level.



Pick up the riot shield on the floor and use it for mobile cover on the second level.





Clear out a newsstand and use it as a position of cover.

A riot shield lies on the floor of the concourse near the stairs. Pick it up and advance up the stairs to the terminal level. There isn't much cover at the top of the stairs, so the shield protects the two of you as you move to clear out enemies hiding in newsstands and behind seats in the terminal. However, since you take fire from lots of different directions, you can't rely on the riot shield for too long. Therefore, clear out the enemies in the closest newsstand and then take it over for your own cover.



The larger terminal with lots of chairs and other cover objects is great for flanking the enemy.



Ascend these stairs to the third level.

Leave your partner behind in the newsstand as your base of fire. While he gets the enemies to focus on him, you can move around the terminal to fire at these soldiers from the flanks where they have no protection. Be sure to check your GPS frequently to see where you need to go. You don't have to kill every single enemy SSC throws at you. Instead, advance to the next flight of stairs, moving from cover to cover, then build up your own aggro so your partner can regroup on you without being killed. Head up the stairs to the third level. Continue to the double steel doors and bust them open to enter a hallway. Follow it to the next terminal.

Bust through these doors to get to the next terminal.



FIND AND ELIMINATE PHILLIP CLYDE

YOUR FRIEND AND LONGTIME WEAPONS DEALER CHA-MIN SOO WILL PAY YOU WELL FOR KILLING CLYDE—THOUGH BY NOW YOU'D PROBABLY WANT TO KILL HIM EVEN IF YOU WEREN'T GETTING PAID. DON'T MESS THIS UP, THOUGH, OR CHA-MIN SOO WILL COME AFTER YOU.

REWARD: \$20,000

KILL SMILEY'S FOUR BODYGUARDS

CHA-MIN SOO WILL PAY YOU FOR EACH OF CLYDE'S PERSONAL GUARDS THAT YOU MANAGE TO KILL.

REWARD: \$5,000 EACH

Scout out the next terminal while hiding behind this wall for cover.



Cha-Min Soo contacts you and gives you a contract. He is not happy about Clyde destroying his cargo plane and wants this mercenary dead. He is so mad, that Cha also wants you to kill all four of Clyde's bodyguards as well. This contract is worth a total of \$40,000—some serious cash. However, you have to get to these guys first before you can kill them.

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Bust open the doors at the end of the hallway to enter another terminal. Before heading down the stairs to the main area of this terminal, crouch down behind a wall and look at the area below to try to locate enemies and plan your next move.

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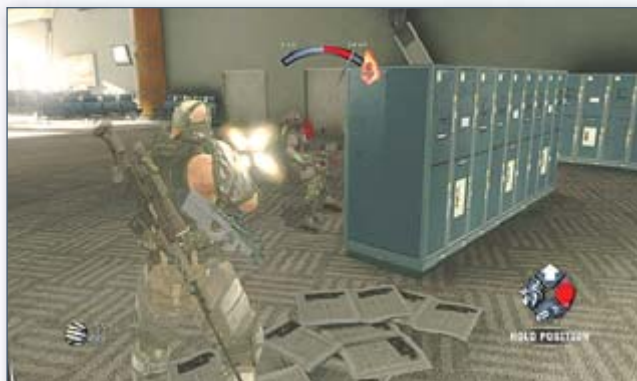
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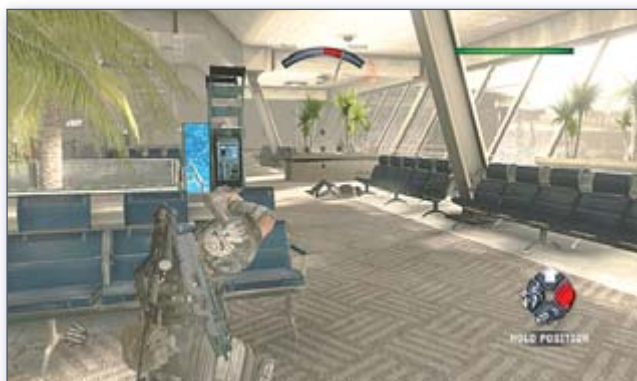
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The terminal is crawling with enemies. Be ready to shoot on the run.



Use whatever you can for cover as you kill the enemies that just seem to keep dropping in through the windows.

The two of you must be in this terminal for a bit while Rios's hacker friend works on opening the doors leading to where Alice is being held. Therefore, take some cover and begin killing SSC soldiers. This is a much more fluid engagement than before, so don't leave your partner behind while you do the flanking. Instead, have him regroup on you so he stays close and adds his fire to support you. In addition to the enemies already in the terminal when you arrive, move drop in through the windows along one side of the terminal. Stay low as you move so you can gain some protection from the rows of chairs throughout this area.

TIP

BE SURE TO PAY ATTENTION TO YOUR PARTNER DURING THESE HEAVY FIRE-FIGHTS. IF HE STARTS TAKING A LOT OF DAMAGE, SWITCH HIM TO PASSIVE MODE AND START BUILDING UP YOUR OWN AGGRO SO YOUR BROTHER IN ARMS HAS A CHANCE TO RECOVER HIS HEALTH. WHEN THINGS GET REALLY BAD, WITHDRAW AWAY FROM THE WINDOWS AND FIND GOOD COVER WHERE YOU CAN SIT IT OUT FOR A BIT AND CATCH YOUR BREATH.



Get in behind this heavy soldier.

Stay alert near the windows. Kill the enemy while they are up and moving—before they can get behind cover.



Two heavy soldiers eventually move into the terminal and starts marching toward you. Pull back a bit and find some good cover. Let the heavy soldiers come to you. Meanwhile, concentrate on killing the other enemies to clear out the terminal. As the heavy soldiers approach, order your teammate to hold position and fire aggressively so that you can maneuver around, staying low and behind cover, until you can hit the heavy soldiers from behind. The heavy soldiers during this mission have more protection, so even side attacks won't cause damage. You really need to get behind them. As soon as the these big enemies are down, have your teammate regroup on you to help clear out the seemingly endless soldiers SSC has gunning for you.

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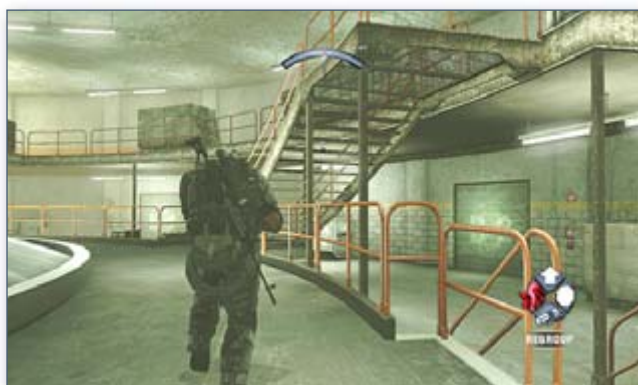


When the doors go up, head for the baggage area.

Clear out the soldiers in this area.



The hacker is finally able to open the doors to the baggage area. As soon as this occurs, start running to this end of the terminal. Enemies may hide behind the baggage equipment, so kill them and then move through the doorway into the next area. Use the crates, containers, and other objects in here for cover as you begin the process of clearing out all the SSC enemies. It isn't wise to rush forward to get to Alice. Instead, take the time and effort to ensure that this area is clear of enemies. The more you kill now, the less you have to deal with later.



Before heading up the stairs, shoot this explosive attached to the wall along the upper walkway.



Fight your way along the walkway to get to this office.



Inside, look for a briefcase filled with money.



After you have cleared out the enemies on the lower level of the baggage area, advance to the stairs and climb them to the upper walkway. More soldiers come at you, so be ready for some close-up fights. Keep your battle buddy right next to you to help wipe out these enemies. Continue along the walkway until you get to an office. Enter and look around for a silver briefcase. It is located in one corner of the office. Pick it up to add \$15,000 to your account. That will come in handy during your next mid-mission shopping spree.

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Use these controls to move the ramp up to where Alice is.

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This shield will come in handy as you advance through this narrow hallway with little cover.

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Exit the office and move to the control panel. Use the controls to try to move the luggage ramp over to the place where the SSC soldiers are holding Alice captive. Unfortunately, the ramp is blocked by a door, so the two of you must clear it and push the ramp into place manually. Retrace your steps back to the stairs and then follow the GPS directions to a hallway. Now pick up the riot shield across from the explosive and order your teammate to regroup on you. Start moving forward and then around the corner to the right. Several enemies are waiting for you. Keep your shield facing toward them as your partner guns them down. Continue to the end of the hall and then go up the stairs.



Kick out this door, then move the ramp.



Head up the luggage ramp to get Alice.

Stay together behind the shield as you clear out the enemies in the room at the top of the stairs. Drop the shield, then bust open the damaged door. Drop down to the floor below and push the ramp into position directly under the door of Alice's area. Jump up onto the circular baggage conveyor and then head up the ramp. Stay low and be ready for a fight.

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Kill the SSC soldiers guarding Alice.



You have found Alice. However, she has been in better shape.



At the top of the ramp, start firing into the upper baggage holding area at the soldiers guarding Alice. They try to hide behind cover. Open the door and enter. While you let loose with suppressive fire at these enemies, order your partner to advance to take them out. When the area is finally clear, move over to the door to Alice's cage and pull it down. Move in to see if Alice is okay.



Your partner must carry Alice to the extraction point.



Soldiers are waiting for you at the bottom of the ramp.

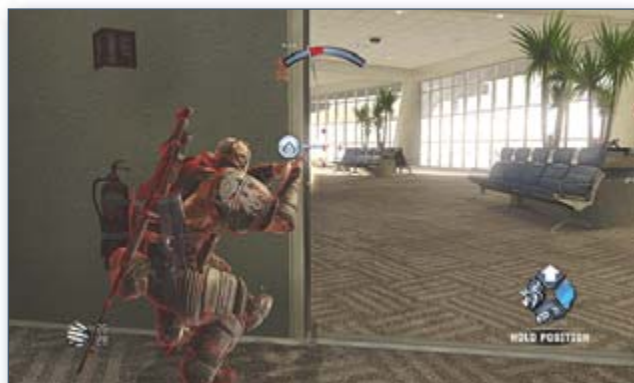
Alice is pretty beat up and not capable of walking to the extraction point. Therefore, your battle bro must carry her. It's now time to get Alice to safety. Head back down the ramp and be ready for a fight. Order your combat bro to regroup on you. He moves slower because he is carrying Alice. However, he can still provide suppression fire to help you fight. As you descend the ramp, start firing on the enemies sent to stop you. If your partner is getting their attention, rush down and hit them from the side. When they are neutralized, head out through a doorway into the airport terminal.



Fight the soldiers in the terminal until these doors open up.



More soldiers are out in the terminal. Hold near the doorway and begin engaging them. Don't move into the terminal area since the doors you need to go through are to the left. As soon as your hacker friend opens them, lead your partner and Alice to the doors while clearing out the soldiers in the terminal along the way. Hold at the doorway and wait for the rest of your party to catch up before continuing into the narrow concourse.



There isn't a lot of cover in the concourse, so be ready to fire on the move.

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This heavy soldier comes right at you. Run around behind him to make the kill.



The concourse doesn't offer much cover. Use the rows of chairs as well as the vending machines along the wall for the little bit of protection they offer. Keep your partner following you to help out all he can. About halfway through the concourse, you run into a heavy soldier. This is one of Clyde's body guards. Not only is he worth \$25,000 dead, he is also blocking your escape. Since you will have to flank him, order your partner into aggressive mode while you run to the right side of the concourse. As your teammate builds up aggro, the bodyguard goes after him and Alice. This gives you a chance to move in behind and blow him away.



Get to this gate at the end of the terminal.

Keep moving down the concourse, eliminating any SSC soldiers still blocking your way. At the end of this area, open up the gate to make your escape. Fortunately, when you exit the airport, Cha-Min Soo has a helicopter waiting for you. He will take Alice to the hospital and drop the two of you off downtown so you can complete the rest of the mission.



Cha-Min Soo has a chopper waiting to pick you up from the airport.

ELIMINATE RICHARD DALTON BEFORE HE KILLS ERNEST STOCKWELL

Turns out your hunch was wrong. Stockwell had nothing to do with the conspiracy. It was all the work of your old friend Richard Dalton. Stockwell found out and now Dalton is trying to kill him. You must kill Dalton before he gets to Stockwell.



Hop in the hovercraft and get moving.

The chopper sets down along the highway leading into downtown Miami. A hovercraft is waiting for you. However, before hoping in, you get the opportunity to do some mid-mission shopping. Get as much firepower as you can afford since you have trained mercenaries gunning for you in this mission. After you have spent your money, get into the hovercraft and move out. You control the

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vehicle while your partner is the gunner. Follow the highway—and your GPS directions—to get to the SSC compound. The security gates are flooded like the rest of the area, so just continue right past them.



Welcome to the SSC compound.

RIDE THE MONORAIL TO THE SSC TOWER

THE ONLY WAY TO CLEAR YOUR NAME IS TO KILL DALTON BEFORE HE KILLS STOCKWELL. AND THE ONLY WAY TO DO THAT IS TO GET TO THE TOP FLOORS OF THE SSC TOWER. BUT IT LOOKS LIKE THE ONLY WAY TO GET THERE IS TO TAKE THE WELL-GUARDED MONORAIL.



Enemy hovercrafts come after you so keep moving and let your teammate deal with them.

Because the main entrance into the SSC Tower is underwater, the only way you can get to this building is via the monorail. However, when the area began flooding, the power to the monorail was shut off. If you are

going to get to the tower, you will have to turn the power back on at the power station. Follow the GPS to get around the area. SSC sends out some of their own hovercraft to try to stop you. Just concentrate on driving your own craft, and your battle buddy on the machine gun should take care of the opposition.



Pull up onto this ramp and disembark.



Clear out the enemies near the entrance.



After you have found the power station, drive the hovercraft right on up a ramp where you can park it. Jump out and get ready for some fighting as you enter the power station. Soldiers are waiting to ambush you. Move in and clear them out. Now continue into a control room. A few more soldiers are inside this room; move in and take them out. Be careful as you move through this room because enemies like to hide behind the lockers at the other end.

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A sparking power line blocks your way.

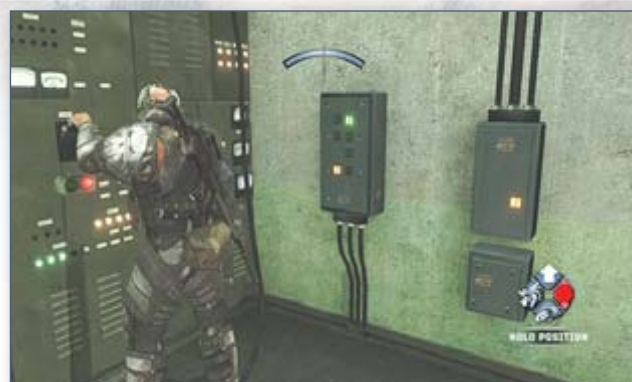
Use these controls to turn off power to the line.



When the control room is secure, it's time to move across to the other side of the power station to turn the power for the monorail back on. However, the walkway you need to move across is blocked by a sparking, high-voltage power line. Use the control panel to the left of the doorway to cut off power to this line and then head down the short flight of stairs, across the power line, and back up another flight of stairs to the other side of the station.



There is no power to this switch that opens the gate, so you partner must go back and reactivate the power to the sparking power line.



The power to the monorail is back on.

After you get across the walkway, turn and head to the left. When you come to a gate, use the switch on the wall to the right. Nothing happens. It looks like this switch gets its electricity from the sparking power line you just shut off. To use the switch, your teammate must go back across the walkway and use the control room console to turn the power back on. If you're playing single-player, your partner automatically takes care of this for you. However, if you are playing co-op, one of you must head back to the control room and stay there while the other opens the gate. After the power to the switch is reactivated, use the switch to open the gate and enter the room filled with controls. The GPS shows you which controls you need to use to send electricity to the monorail. Flip the correct switch and then return to the hovercraft.

Follow the monorail tracks to get to the station.



Drive right up these steps to park on the concrete.



Climb back into the hovercraft and back it down the ramp into the flooded streets. Now you need to get to the monorail station. Use the GPS to help find your way around the area. When you see the monorail

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tracking running up above the street level, follow it. The track runs between buildings and through narrow areas, but your hovercraft is small enough to fit through. At the monorail station, drive right up the steps and park on open concrete area. Hop out of the hovercraft since you no longer need it to get where you are going.



Get up to the monorail train and start it moving toward the SSC Tower.



There are no enemies guarding this station. Dalton must have expected you to try to head directly for him at the SSC Tower. Therefore, walk into the station and ascend the stairs to the loading platform. Enter the train through the open door and move to the controls at the front. Press the action button to start moving. As soon as you are in motion, Stockwell contacts you and personally tells you that he didn't know what Dalton was up to until just recently. He has copies of the evidence you will need to clear your names in the archive room. However, before you get too excited about avoiding jail time, it appears SSC knows you and your partner are on the monorail. Soldiers armed with rocket launchers have taken up positions to fire at the monorail. Quickly locate them and then start shooting back at them. During the ride, you have no control over your partner. However, he automatically fires on the enemy. Help him out or you will never make it to the SSC Tower. Since most of the enemies are at a distance from the monorail, be sure to use precision fire. You might even want to try out your sniper rifle.



These enemies with rocket launchers are going to be trouble.



Shoot the soldiers attacking you before they destroy the monorail.

CLEAR YOUR NAME BY UPLOADING DATA INCRIMINATING DALTON

THE BACKUP COPIES STOCKWELL MADE ARE SPREAD OUT ON FOUR SERVERS IN THE ARCHIVE ROOM. DOWNLOAD THE DATA FROM EACH SERVER BEFORE DALTON DESTROYS THEM ALL.

You arrive at your stop.



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The monorail train eventually arrives at the SSC Tower station if you survive the gauntlet of enemies along the way. After exiting the train, you once again get a chance to improve your arsenal by means of some mid-mission shopping. Even if you don't want to purchase or upgrade anything, take this opportunity to equip yourself with a sniper rifle if you haven't already done so. It will come in very handy within the next minute. After checking out, continue to the doorway, but don't exit the building just yet.

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Co-op snipe the two guards at the entrance to the tower.



If you miss, you must fight a lot of SSC soldiers in the square in front of the tower.

From the doorway of the monorail station, order your partner to co-op snipe the two SSC soldiers standing guard at the entrance to the tower. Before firing, make sure your brother in arms has a good aim at his target as well. You get only one chance to make this shot, so make it count. If you are able to kill both enemies simultaneously, you can get to the SSC Tower without a fight. If one of you misses, or you step outside the monorail station and are seen by the guards, many enemies will move into the square in front of the tower to try to kill you. Not only does fighting them use up ammo you'll need for later, it may also result in either your teammate or you becoming incapacitated and needing to use up one of your healings for this part of the mission.



As soon as you enter the SSC Tower, you come under fire.



These enemies like to move in close to attack.

After killing the soldiers at the entrance, order your partner to regroup on you and head across the square to the entrance of the SSC Tower. There is no use trying to sneak in. As soon as you walk through the doors, they will start shooting. Therefore, run in and quickly take cover behind the display on the lobby's left side, near the entrance. Order your partner to hold position once he moves in beside you. Then maneuver to the display on the right side of the lobby and take cover. While your partner on the left builds up aggro and gets the attention of all the enemies in the lobby, start picking them off from your position. As you clear out these SSC soldiers, begin advancing along the lobby's right side, using more displays to protect you from enemy fire.

TIP

AN EXPLOSIVE IS PLANTED ON THE LEFT SIDE OF THE FOUNTAIN IN THE LOBBY'S CENTER. IF YOU PLAN ON RUSHING AROUND THIS SIDE, BE SURE TO SHOOT THE EXPLOSIVE FIRST.

MIAMI



Watch out for this soldier with the RPG at the top of the stairs on the right side. Take him down with your sniper rifle.



The lobby is a tough place to fight. The cover is not great and the enemies are very good. They will try to flank the two of you from both sides while also throwing grenades to try to flush you out of cover. Keep a close eye on your partner's health. Since he is building up aggro, he will be the target of all the enemies. If you see his health icon turning bright red, put him in passive mode and start firing blindly around your cover to get the enemy to start coming after you, and thus give your battle buddy some time to recover his health. As soon as he is OK, put him back in aggressive mode and let the fun begin again. The SSC soldiers are well-armed. One of them fires RPG rounds at you from the top of the stairs on the right side of the lobby. Locate this threat, switch to your sniper rifle, and drop him with a shot to his head.



Another one of Clyde's bodyguards is sent to help out in the lobby. While your teammate keeps his attention, rush in behind the bodyguard and shoot him in the back.

Stay along the lobby's edges because you have one major threat to eliminate before you can move on. Eventually, Clyde's second bodyguard marches in with a machine gun and starts firing it at the two of you. Let your combat bro build up his aggro and divert the bodyguard's focus while you rush in behind to shoot the bodyguard in the back. Aim for the back of his head to get a quicker kill. Other enemies are still in the area, so quickly duck behind some cover after killing the bodyguard. If you took some damage, stay down for a bit until you recover.

REACH THE ARCHIVE ROOM ON THE EXECUTIVE FLOOR

WHEN STOCKWELL DISCOVERED WHAT DALTON WAS UP TO, HE MADE COPIES OF THE EVIDENCE. IF YOU'RE GOING TO CLEAR YOUR NAME, YOU'LL HAVE TO DOWNLOAD THE BACKUP COPIES FROM EACH OF THE FOUR SERVERS IN THE ARCHIVE ROOM BEFORE DALTON DESTROYS THE EVIDENCE.

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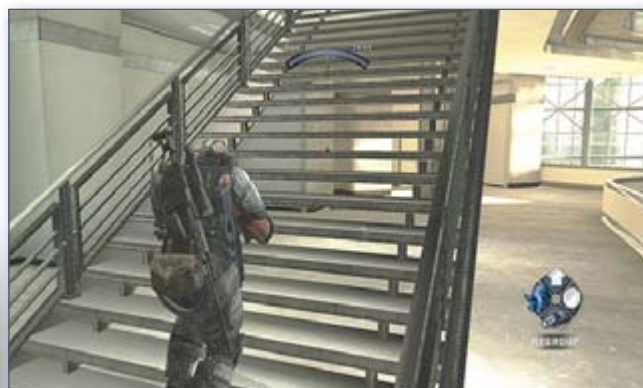
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Get to the executive elevator.

Once the bodyguard is down, it is time to start advancing toward the stairs. If necessary, order your partner to advance forward a bit to help clear out the enemies positioned behind the barricades at the foot of the stairs. Be sure to take the time to clear out all the enemies in this area so they don't later come after you from behind. When it's clear, ascend the stairs and run to the elevator. You try to use it, but nothing happens. Your hacker friend informs you that it has been shut down. You must flip a breaker in the elevator control room on the second floor to make the elevator operational again.



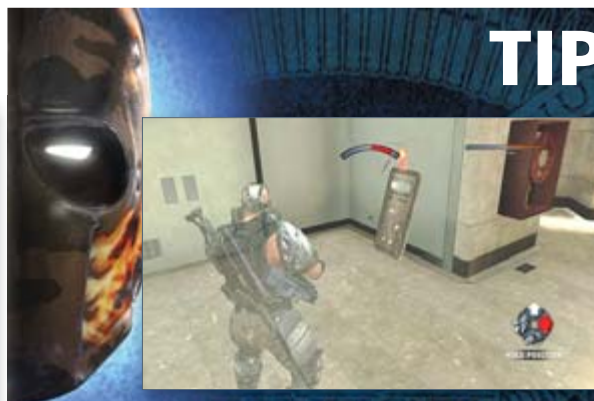
Head up these stairs to the second level.

Leave your partner at this end on the right side of the second level to provide suppressing fire.



Continue up the rest of the stairway to the first floor and head around to the right. Kill any enemies you encounter along the way and keep your partner right behind you with a regroup order. Instead of taking the time to clear out all enemies on the first level, race up the stairs to the second level. At the top, keep running straight ahead toward the front entrance of the SSC Tower. You come to a dead end; however, from this spot, you have a good firing position. Order your partner to hold position here in aggressive mode. Now begin working your way back to the stairs, clearing out soldiers as they fire at your battle buddy. Stay to the right, as far away from the area overlooking the lobby below as possible. You can avoid a couple of explosives the enemy has planted to stop you from getting to the elevator control room.

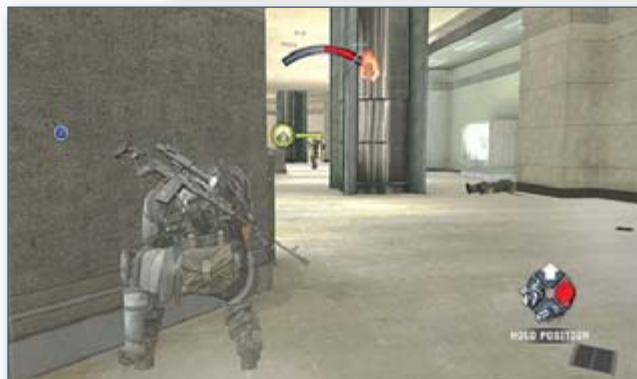
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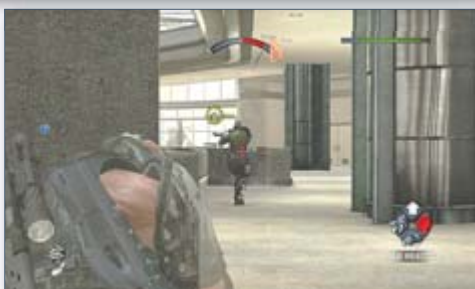
A RIOT SHIELD CAN BE FOUND NEAR THE TOP OF THE STAIRS ON THE SECOND LEVEL. THIS OFFERS ANOTHER WAY TO CLEAR OUT THE SECOND LEVEL: YOU HOLD THE SHIELD WHILE YOUR PARTNER DOES ALL THE FIRING. HOWEVER, BE READY TO DROP THE SHIELD WHEN THE BODYGUARD SHOWS UP.

MIAMI

Use the vending machines for cover as you push toward the elevator control room.



Before you can get to the control room, another one of Clyde's bodyguards walks out. Catch him in a crossfire.



When you get to the middle of the second level, where the regular elevators are located, the enemy offers some increased resistance. Take cover behind vending machines and order your partner to advance a bit if you need some help. Just be sure to shoot out the explosives on this level or he may walk right into them. Don't push too hard to get to the control room yet. As you fight against the SSC soldiers on this level, the door leading to the control room opens and yet another bodyguard walks out. Order your partner to hold position behind good cover. If he doesn't on his own, lead him back to some cover and then order him to hold position. Make sure he is in aggressive mode so Clyde's bodyguard goes after him. Meanwhile, hide behind some cover and wait for the bodyguard to walk past you. This provides the vantage you need to shoot the bodyguard from behind and complete yet another one of the sub-objectives.



Go through this doorway.



Bust through the double doors to the control room. Kill all enemies and flip the switch to reactive the executive elevator.



Clear out the rest of the second level, then advance to the doorway through which the bodyguard emerged. Move down a hallway and then bust down the double doors at the end to enter the elevator control room. Kill any soldiers hiding in this room. Then walk over to the control panel on the room's left side and supply power to the elevator. Unfortunately, that is not enough to get you where you need to go. It seems that you also have to enter the security code into the terminal at the front desk down in the lobby. Exit the control room and head back to the second level.

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More soldiers are waiting for you. Take cover behind this barricade.

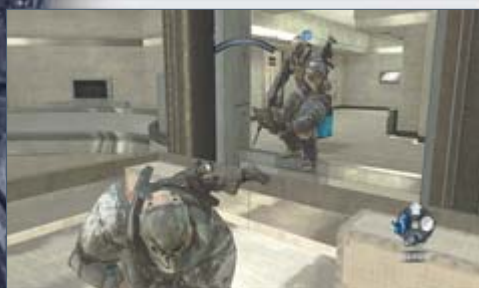
Access this terminal down in the lobby.



Even though you cleared the second level before going to the elevator control room, more soldiers have arrived with orders to kill you both. Therefore, be ready for another fight. Take cover and begin killing enemies. You must get all the way around to the other side and take the stairs down to the first level. Then continue down to the lobby. Try to kill as many enemies in the lobby area as possible before moving to the front desk. Take cover behind the desk and then use the terminal. Your hacker friend gives you the codes to start up the elevator. However, this sends the elevator up to the second level. Unfortunately, there is no way to enter the elevator at that position. You must get up to the third level and climb onto the roof of the executive elevator.



Pick up the briefcase at the far end of the third level.



Climb up onto the roof of the elevator.

Since you are leaving the lobby behind and won't be coming back, forget about any remaining enemies and head up the steps to the first level. Continue to the flights of stairs on the right side and climb all the way up to the third level. Expect more soldiers to come after you. Use the same tactics you did before to advance to the elevator in the center of this level. However, before you climb up onto the roof, move all the way around to the end of the left side of the third level. Pick up the silver briefcase at this spot to score another \$15,000—easy money. Now that you are a bit richer, return to the elevator and jump up onto the roof. Your hacker friend now has control and sends you to the roof of the SSC Tower.

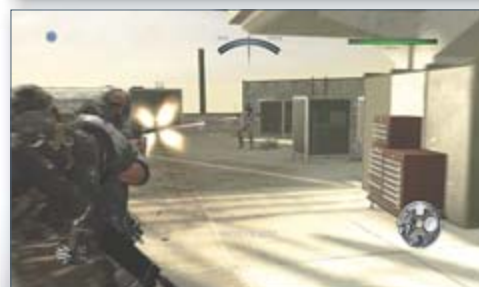


The elevator takes you to an elevator service room.

Step-jump up to the roof.

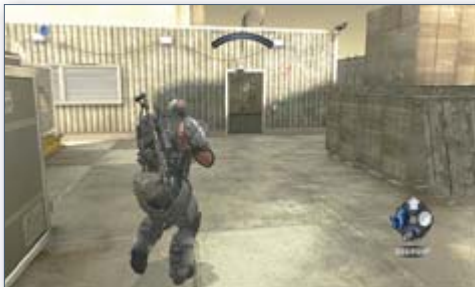


Lots of SSC soldiers are waiting for you. Go back-to-back.



MIAMI

Because you are on the elevator's roof, you end up in a service area rather than at the executive floor. Advance toward the opening at the room's other end; your partner helps you step-jump up. As you emerge out onto the roof of the SSC Tower, soldiers come at you from all directions. Go back-to-back and hold down the fire button to blow them all away. Keep turning to get them all as they try to kill you. Your co-op tactic usually clears the roof. However, as soon as it ends, quickly take cover and make sure the roof is clear of all enemies.



Move to this room on the other side of the rooftop.

Phillip Clyde is still alive—and still trying to kill you.



Check your GPS to see where you need to go. It shows you the path to a small room on the rooftop. Enter it and go down a flight of stairs. There are no enemies here, so don't worry about an ambush. However, as you emerge onto the executive floor, a sniper rifle fires and just barely misses you—thanks to your teammate's quick reflexes. It appears that Phillip Clyde did not die in the plane crash near Miami—and Dalton is ordering him to kill you and your partner.



Take cover behind this railing and begin firing at the soldiers below.

Quickly crouch down and take cover behind the railing. SSC soldiers begin firing at you from the office area below. Shoot as many as you can from this position. A heavy soldier armed with an RPG walks down to a landing on the stairs at the other end of this room and starts attacking. Order your teammate to hold position while you head down the stairs and run to the room's left side.



Use file cabinets for cover as you advance and engage the soldiers.

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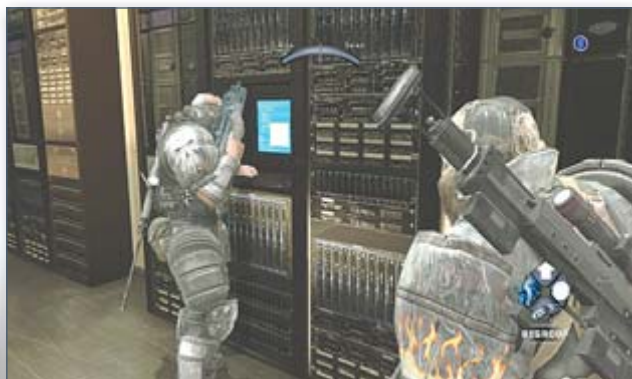
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Flank the heavy soldier while he fires at your partner to score a kill.



Access these servers to clear your names.

When the heavy soldier is dead and the rest of this area clear, walk over to the computer servers along the right wall. You must access four different servers to upload all the incriminating evidence Stockwell has acquired so that you and your partner can clear your names. Use the GPS to identify which servers you need to use.



More enemies await at the top of the stairs.

Use the shield to advance against enemies.



Now it's time to go after Dalton and Clyde. Go up the stairs and immediately take cover at the top. More soldiers are waiting to kill you. Fire at them from your position, then pick up a riot shield by the bookcases. Using the shield allows the two of you to advance into the file area and kill some of the enemies. However, a turret off to the left will make short work of your shield if you are not careful. Once it is destroyed, take cover behind files or other objects. There is another heavy on the second floor, around the corner and between the filing cabinets.



Advance through the file area, killing soldiers as you go.

MIAMI



Flank the turret to kill the gunner.

Order your partner to hold position and fire aggressively, so you can move through the file area. Stay low and kill the enemies as they rush forward to get your battle buddy. The machine gun turret usually ignores you, so keep moving until you have a position with a flanking angle on the turret. Kill the gunner and then order your partner to regroup on you. Continue around to the other side of this level and go up the stairs to the top level of the executive area.



Use the bookcases for cover as you clear the SSC soldiers on this level.



Drop the heavy with a melee attack. Follow by shooting him while he is down.



Get in close to kill Clyde.

At the top of the stairs, you once again come under enemy fire. Take cover behind some bookcases and kill all the soldiers on this side of the level. The last bodyguard starts firing on you from the other side. Order your partner to hold position behind some cover and fire aggressively. Let his aggro build up so that you are nearly invisible. Then rush across the narrow walkway to the other side of this level—right past the bodyguard. Phillip Clyde is also over there, but concentrate on the heavy soldier first. While your battle buddy has his attention, move around to attack from another angle. Once he is down, fire at the enemy to try and kill him before he can get up. If he does get up, repeat the process to finish him off. Now go after Clyde. With your partner on the other side of the room, you should be able to flank Clyde as he tries to take cover from your buddy's fire. He isn't heavily armored, so you can kill him from any angle—or even take him out with a melee attack. Once Clyde is dead, a cutscene begins to wrap up the mission.



Dalton is getting away.



While killing Clyde was somewhat business, shooting down Dalton is purely revenge.

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VERSUS MODE

Playing the campaign co-op with another player is a lot of fun. However, the Versus Mode offers an even bigger challenge, as you and a partner must go up against two other players. In addition to trying to kill the other team, there are also a number of different objectives that offer rewards to the team that completes them first—cash rewards. Since *Army of Two* puts you in the role of a private military contractor, victory is determined by the bottom line—the winner has the most money.

CHAPTER 5

NOTE

THE AUTHOR WOULD LIKE TO THANK TO MARK BAXTER, THE PRODUCER FOR THE VERSUS MODE AS WELL AS THE FOLLOWING MEMBERS THE TEAM—SAM KIRVAN, SEAN MEEK, MARK LEWIS, MICHAL CASEY GOODHEAD, AND RAUL FIGUEROA CRUZ—FOR PROVIDING THE INFORMATION FOR THIS CHAPTER. THEIR EXPERTISE AS WELL AS THEIR TIME IS GREATLY APPRECIATED.

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TYPES OF GAMES

Army of Two offers four different maps, and three types of games that can be played on these maps.

BOUNTIES

Army of Two Bounties is a fast-paced 2-vs.-2 experience that challenges opposing teams to destroy important objectives and assassinate key enemy targets. A quick strike can turn the tide of war!

EXTRACTION

Army of Two Extraction is an intense and strategic 2-vs.-2 experience that challenges teammates to work closely with each other to complete challenging escort as well as attack and defend objectives. In times of strife, it's important to protect high-profile targets!

WARZONE

Army of Two Warzone is a diverse and chaotic 2-vs.-2 experience that has a wide variety of objectives including: attack and defend, extract, guard, assassinate, destroy, and more. In the heat of battle, anything can happen!

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GENERAL TIPS

MONEY IS EVERYTHING

In Versus Mode of *Army of Two*, money is what separates the winners from the losers, so never forget that. The best way to make big cash is to focus on completing objectives. While it's fun to run around and kill anything that moves, it's important not to lose sight of the overall goal, which is to leave with as much cash as possible.

That is not to say that spending cash is a bad thing. As the round begins, the amount of money awarded for completing objectives is a great deal smaller than what is dished out when later missions are achieved. As time goes on, cash rewards go up, yet weapon kits always remain the same price. It may seem frivolous to spend your money on the most expensive kit in the game, but as soon as you scrape together enough cash, buying the "Fifth Horseman" as early as possible is a good idea. Players tend to be cheap during the beginning of the round while the money is tight, so use this to your advantage. When you get enough money for some armor or a good weapon kit, don't be afraid to clean out your account. Your team has a significant edge if you have better armor and weapons earlier on. Having better weapons generally helps you to make more money in the long run, so buy early and spend big.

If individual glory on the Leader Board is what you're after, then you may want to let your partner do more of the dirty work. If you are playing with a highly skilled player as your partner, you may want to lie low and save your cash. If your partner seems to be dominating the match, you have the option to just hang back and watch the money roll in while your partner completes objectives and spends his or her enough that you can revive your partner if he goes down. This method is similar to old wrestling Battle Royal matches, where one guy hides under the ring until the match is almost over, and then at the last minute, comes out to throw the last wrestler over the top rope and take the victory. Remember the name of the game is *Army of Two*. Greed only gets you so far and doesn't make you many friends.

WEAPONS LOCKERS

When it comes time to buy some better guns and armor, you must access a weapons locker. The weapons lockers are large green crates that are easily found by using your GPS. These are also where you buy more ammo if you can't pick up enough free ammunition from freshly-killed AI combatants.

When you buy yourself a more powerful weapon kit or upgrade your armor, these stay unlocked for the rest of the match and are re-equipped each time you die and respawn.

In cases where both you and your partner die at the same time, you'll most likely respawn near a weapons locker, which gives you a good chance to upgrade

VERSUS MODE

your gear without a significant delay. If you happen to splurge and buy more than one weapon kit, you can switch kits anytime at any of the weapons lockers.

AI COMBATANTS

On the field of battle in Versus Mode, your partner is designated by a blue icon. The competing mercenary team is designated by black icons. In addition to the two teams, enemy AI combatants are designated by gray, red, or yellow icons to represent their level. The AI combatants are there to defend the objectives and can sometimes be the objectives themselves. Don't forget your training from the single-player game; the heavy soldiers can only be killed by effectively managing aggro with your partner or by clever use of explosive weapons like grenades or the RPG. The competing mercenary team is after the same thing you are—more cash! This makes them the enemy, too, but you all need to get through the AI combatants to reap the rewards.

The strategy to approaching situations can be different every time and you're often forced to fight a battle on two fronts. Sometimes the best approach is to focus on the AI combatants first, and let the other team do half of your work for you. Don't let your guard down though, since it's only a matter of time before the opposing team turns on you and tries to take the reward. In any case, you want a good cover position that lets you defend against everybody if the situation turns bad. Rushing in first like a hero only leaves your back wide open for the enemy team to exploit.

DEFEND OR DESTROY OBJECTIVES

All four maps feature extraction objectives where one team must defend an object that the other team must destroy. These objectives often see some of the heaviest combat, as all players in the game are focused in a specific area. Expect a lot of cross fire.

The best way to gain an advantage for these objectives is, as always, to be prepared for them and know the map. Whoever reaches the objective first triggers the defend part of the mission, and you can take advantage of this if you are careful and smart. Learn the boundaries that trigger the defend part of the objective, then set up there with sniper rifles or other high-powered weapons and wait until the opposing teams reaches the objective. On the other hand, you can also rush to an objective, but stay out of the trigger range. Then when the other team gets there and is assigned the defend role, you can destroy the weapon and earn some fast cash before they can lock down a defense. If you really want to overpower them, line up the tank, the jeep, or hop in a turret to destroy these objectives very quickly.

If you feel you have a good chance to overpower the enemy team because you know they are on the other side of the map or you have better weapons, taking the defend objective would be a better idea, since it pays about 40% more cash when completed. It can

be the difference between winning or losing in the ending stages of a match.

EXTRACT A HOSTAGE

All four maps feature a number of hostage extraction objectives with several different extraction points. Learning the location of the extraction points is key to taking control of these objectives. Enemies carrying a hostage are very difficult to kill with machine gun fire, but a shotgun, a grenade, or an RPG blast can knock your opponent off his feet and cause him to drop the hostage. Then you can run in and quickly grab the hostage for yourself. Covering fire for your partner is key here as enemy players should be trying to do the same to you!

With a good knowledge of the extraction points you can predict your opponent's path and set up an ambush, knock them down, grab the hostage, and turn him in yourself. It may be risky to wait until the enemy has almost completed the objective, but your opponents will probably worry less about survival and try to race to the extraction point. You can take advantage of their panic at that time.

DESTROY OBJECTIVES

Objectives where both teams compete to destroy a target are common on all maps, and learning their locations makes winning these objectives a lot easier. At the beginning of the game, the targets are fairly hard to destroy, but as you purchase more powerful kits, destroying these objectives can quickly become a race. Good planning always wins out. High-powered sniper rifles, with their long range, high damage, and great accuracy are by far the best weapons to use to demolish these targets. The best plan is to have your teammate head to the second location and wait for a target while you're eliminating the current target: This way you gain valuable time and even if you lose on the first target, you have an advantage on the second. The last shot is the shot that counts for victory here, so plan and act accordingly. If you see someone unloading their machine gun on a target, wait until they stop to reload, and make that last hit to steal their reward.

USE MELEE ATTACKS TO YOUR ADVANTAGE

Melee attacks can be a very effective tool in *Army of Two* Versus levels. One of the most efficient ways to kill a player-controlled opponent is to simply run up to the player, knock them down with a melee attack, and then shoot them as they try to get up. There's not much more to it—this technique is simple and deadly.

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Melee attacks are particularly effective against heavy soldiers. Since heavies cannot be killed by shooting them from the front, the most effective strategy to complete these missions is by using hand-to-hand combat against them. Simply run up to the heavy, knock him down via melee, drop a couple of grenades near him, and make a run for it. As the heavy stands up, the grenades explode and inflict enough damage to get the kill.

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Using melee attacks is also the best defense against opposing players with high-powered weapons kits. If the opponent is using the rocket launcher or another high-powered weapon, which is often the case near the end of the round, melees are your best option. Such high-powered weapons are not designed to work well in tight quarters, so have your player get in close and lay a down a beating.

KNOW HOW TO PLAY WHEN YOU HAVE THE LEAD

Have you ever heard the maxim "Good defense wins championships?" Making sure that your opponents cannot complete an objective is often better than making money yourself. If your team has the lead, the pressure is on the opposition to complete objectives to catch up.

If you have enough cash to win, then you have done all the objectives you need to do. When your opponents are trailing, try guarding an objective to kill time until the round is over. For example, in the Iraq map, players are often required to head to the roof of a building to complete objectives. Since the only way to get to the roof is by using co-op step-jumps, this is the perfect opportunity to play some "D." Step-jumps take some time to complete and make your opponent vulnerable. Try guarding these areas so the opposing team can't do the step-jump and simply allow the clock do the rest.

When playing Extraction or Warzone games, another way to incorporate defensive strategies is to guard hostages and prevent them from being turned into extraction objectives. Simply get the hostage first, and make sure he isn't rescued by you or your opponents. Again, this method is very effective but it only works if your team has a significant cash lead and the other team is playing catch-up. When you gain the lead, try grabbing the hostage and taking him to a secluded location on the map. Make sure the spot is not easily accessible by your opponent. Then guard the hostage and allow the time to tick away.

There are many ways that defense and time management can be used effectively in *Army of Two Versus Mode*, so feel free to experiment. Remember, when you have the lead, don't be afraid to work the clock and make the other team scramble to try to beat you.

MOVE EFFECTIVELY

Combat is all about movement, and if your enemies can sense where you are going, you are much more likely to be on the wrong end of a high-powered weapon. Much like real-life soldiers are trained to do, try running in zigzags and make sharp, abrupt movements when enemies are firing at you. Certain weapons, particularly grenades and long-range sniper rifles require that the enemy anticipate your movements to inflict damage. If you move in an unpredictable and jittery manner, your opponents have a very hard time using their weapons kits effectively. Moving in this way makes you look strange, but at least you might live to tell about it. This manner of movement is also very useful when you're carrying a hostage. When you have a hostage draped over your shoulders, you naturally move slower and are more vulnerable. To offset this, move in a random manner to avoid being hit, and make sure to use the hostage to your advantage. The hostage is invincible, but the same cannot be said for your character. So try using the hostage as a human shield to block enemy fire. The ultimate goal is to get the hostage to the extraction point—if he takes a few hits along the way, so be it.

HIGH GROUND

In all four maps you will find that some areas are relatively hard to get to or require partner cooperation to reach them, therefore, conquering these areas can give you a big advantage. From such high ground, it is easier to get to the maps' different areas without having to go around so many obstacles, you get the drop on your enemies, and there are always turrets available to destroy your opponents. If you like to use special weapons, the high ground is always your best option.

INTELLIGENCE OBJECTIVES

Keep checking the GPS for intelligence missions; glowing yellow objects are intelligence objectives. You can accomplish the objectives by standing next to these objects and pressing the action button when you see the prompt. While doing so might not provide a huge reward individually, getting enough of them can push your team into the lead. The more objectives of this type you complete, the higher their value becomes. These also can be easily used to pay for a necessary revive. If you find that you have to pay to revive and help your partner, complete an intelligence objective to quickly recoup the cost.

VERSUS MODE

CHINA

TIP

EARLY IN THE GAME, THE TANK OVER-POWERS ALL; TAKE ADVANTAGE OF THIS AND MAKE SURE YOUR TEAM CONTROLS THE TANK. IF YOU FIND YOU ARE ON THE OTHER SIDE

OF THE FENCE AND THE OTHER TEAM IS DOMINATING WITH THE TANK, YOU AND YOUR PARTNER SHOULD USE GRENADES TO DESTROY IT. IT DOESN'T REQUIRE MANY. ONCE HIGH-POWERED WEAPONS ARE IN PLAY, IT IS EASY TO DESTROY THE TANK, SO FOCUS MORE ON THE OBJECTIVES INSTEAD.

BOUNTIES

1. DESTROY THE ENEMY TANK

The insurgents have secured a tank to combat the invaders. Both teams are tasked with destroying the tank and eliminating the threat. The first team to destroy the tank completes the objective.

2. KILL THE ENEMY COMMANDER

A powerful soldier has been identified in one of several locations around the map, including the barracks, warehouse, gatehouse, and factory. Both teams are tasked with assassinating him. The first team to assassinate him completes the objective.

This target is an elite at first, but after three objectives have been completed, it spawns as a heavy. The elites are fairly easy to handle, having only slightly more life than the grunts, but the killing heavies requires some planning. Your best tool is grenades. This objective randomly spawns the target in one of the locations listed below.



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BARRACKS

The target spawns on the upper level inside the barracks with a lot of guards on the lower level. Grenades from the catwalk on the south side of the barracks are the best option here.

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FRONT GATE

The target quickly heads into one of the two gatehouse buildings, so toss a grenade in the window for a quick kill.

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WAREHOUSE

This target spawns on the upper catwalks with a lot of guards underneath him in the warehouse to the south. You can't shoot through the catwalks, so getting a line of fire can be difficult. Use the step-jump outside on the west to skip the grunts and work on the target, or come in over the catwalks from the office.

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FACTORY

This target spawns on the catwalks in the factory, making him hard to hit with a grenade. Get up to the plateau or climb the ladder in the factory and hop in the turret.

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3. KILL THE ELITES ON THE TURRETS

In an effort to regain control of the factory, elite enemy soldiers are manning the turrets on the abandoned office building, on the plateau, and in the main factory building. All three soldiers must be eliminated, and teams are rewarded for each kill.

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The first target is on the office walkway in the south turret, the second is on the turret on the plateau in the northeast, and the third is on the turret inside the factory. The turrets do a lot of damage and can be hard to take out. While a well-placed sniper shot can kill the target, grenades or the tank are the best options here. Late in the game, the RPG also works very well on these.

4. DESTROY THE FUEL TANKS

An opportunity to cripple the insurgents has been identified. The fuel tanks are key to their operations in the factory. Both teams are tasked with destroying the fuel tanks. The first team to destroy each tank completes the objective.

The first target is on the plateau in the northeast, the second is on the west side, and the last is in the southeast near the helipad. Early in the game, the tank is the best option here, as a single shot from its cannon can destroy the target. Later in the game, high-powered sniper rifles or heavy machine guns are the way to go. The best positioning for this objective is to be in the northwest to take out the target on the plateau; quickly turn to kill the second target and have your partner head to the third while you kill the first two.

5. KILL THE RUNAWAY ELITE

The terrorist leader is trying to flee the scene. Both teams are tasked with assassinating him before he reaches his chopper at the helipad. The first team to assassinate him completes the objective.

The general spawns in the barracks in the northwest and moves south toward the helipad. He's a fairly easy target to take down as he is often alone. Many barrels line his path moving south, so catching him with a barrel explosion is an easy way to take him down.

EXTRACTION

1. EXTRACT THE TURNCOAT

A turncoat has been located at the northern courtyard. Both teams are tasked with taking him away from the insurgents and to the extraction points near the entrance of the map and the helipad. The first team to carry the turncoat to their extraction point completes the objective.

The hostage spawns at the north courtyard, and the extraction points are either at the front gate or the helipad. Once you have the hostage, take the quickest path to your extraction point and get covering fire from your teammate. If you need to intercept an enemy carrying the hostage, use the jeep. With its speed and ability to run down enemies, it's a great tool.

2. DEFEND THE WEAPON

An important weapon has been identified inside the factory. One team is tasked to destroy the weapon while the other team tries to get it out of the factory through the conveyor belts. One team completes the objective when the weapon is destroyed, the other team wins if the weapon makes it out safely.

The first team to reach the weapon in the factory triggers the defend objective. Use the turret to lay down covering fire and wait for the weapon crate to begin moving down the conveyor belt. It rises up through the machinery. If you're defending, you win the objective if the weapon makes it all the way across the high conveyor belt. To destroy this objective, try to grab the turret in the factory or on the plateau.

3. EXTRACT THE HOSTAGE

The insurgents have taken a hostage in the factory. Both teams are tasked with taking the hostage to an extraction point at one of several locations on the map. The first team to carry the hostage to the extraction point completes the objective.

This hostage spawns on the interior west side of the factory. Be careful as you carry him to the extraction point, as the many exploding barrels could knock you down and make you lose the hostage.

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4. EXTRACT THE HOSTAGE BEHIND THE FACTORY

Each team must try to get to the hostage and escort him to a designated extraction point. The first team to accomplish this completes the objective and earns the reward.

5. DEFEND THE CARGO

An important cargo has been identified at the helipad. One team is tasked to destroy the cargo while the other team tries to get it out of the map via helicopter. One team completes the objective when the cargo is destroyed, the other team completes it if the cargo makes it out safely.

The cargo at the helipad is very exposed and difficult to defend. If possible, park the tank in front of the helipad to block enemy lines of fire. To destroy this objective, vehicles are really the best option; their speed gets you there quickly and their powerful weapons take destroy the cargo fast.

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2. GATHER INTELLIGENCE IN THE BARRACKS
3. GATHER INTELLIGENCE IN THE OFFICE
4. GATHER INTELLIGENCE IN THE FACTORY CONTROL BOOTH
5. GATHER INTELLIGENCE IN THE TRAIN STATION
6. GATHER INTELLIGENCE IN THE PLATEAU
7. GATHER INTELLIGENCE IN THE FACTORY CATWALKS
8. GATHER INTELLIGENCE IN THE FACTORY GARAGE
9. GATHER INTELLIGENCE IN THE WAREHOUSE
10. GATHER INTELLIGENCE IN THE HELIPAD



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11. DISABLE THE COMMUNICATION RELAY AT THE TRAIN YARD BUILDING

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12. DISABLE THE COMMUNICATION RELAY AT THE ABANDONED BUILDING

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13. DISABLE THE COMMUNICATION RELAY IN THE WAREHOUSE

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14. DISABLE THE COMMUNICATION RELAY IN THE OFFICE

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15. DISABLE THE COMMUNICATION RELAY IN THE GATE HOUSE.

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1. KILL THE HEAVY SOLDIER IN MARKETPLACE

A heavy soldier is in the marketplace. Both teams are tasked with assassinating him. The first team to assassinate him completes the objective.

This one is fairly simple: Get to the heavy soldier first and open fire. Use melee attacks and grenades whenever possible.

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2. DESTROY THE WEAPONS CACHES

Four high-powered mortars have been delivered to the terrorists. These mortars are located in the munitions depot, the marketplace, the workshop, and the outhouse roof. Both teams are tasked with destroying the rockets. Each destroyed rocket gives one quarter of the entire objective payout.

The natural tendency for most players during these missions, particularly near the beginning of the round, is to get to the destroyable weapons as quickly as possible and fire away until the weapon is destroyed. Since these weapons require a significant amount of ammo to destroy them, let the opposing team arrive at the weapon a few seconds before you do. Allow them to weaken the weapon for you while you come in from behind and take out both your opponent and the AI enemies. More often than not, your opponents will be so focused on



destroying the weapons that they won't see this sneak attack coming. Also, when the weapons are hard to get to, as is the case with the weapon on the roof of the outhouse, don't be afraid to use your sniper rifle. That is what it is meant for.

3. KILL TERRORIST LEADER IN THE MANSION

The terrorist leader is residing in the mansion. Both teams are tasked with assassinating him. The first team to assassinate him completes the objective.

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This is a great opportunity to make use of your GPS in combination with grenades. Most players have the tendency to run to the top floor of the mansion and attempt to get into a close battle with the enemy, which is indeed effective. However, if you are arriving late to the scene and still outside the mansion, try activating your GPS to see the glowing enemy. It allows you to pinpoint his location. Then, simply launch grenades through the open top-floor windows. You often can get the kill while staying far out of harm's way.

4. KILL THE ELITE SOLDIER IN THE PLAZA

An elite soldier is in the plaza. Both teams are tasked with assassinating him. The first team to assassinate him completes the objective.

It's best to have you and your teammate in the plaza for this one. Try to have one player keep the opposing team as far away as possible, while the other goes straight for the target. Also, remember that exploding barrels are deadly, so make sure to shoot them whenever your targets are near them.

5. KILL ESCAPING INSURGENT LEADER

An insurgent leader is in the bunkhouse and is attempting to escape via the munitions depot gate. Both teams are tasked with assassinating him. The first team to assassinate him completes the objective.

In this objective, your target usually ventures outside of the bunkhouse through the door at the north side. Head to this spot and toss a few grenades to announce your arrival. Knowing the path of the enemy allows you to get a head start on your opponent.

EXTRACTION

1. RESCUE TANK COMMANDER IN THE PLAZA

The tank commander has been captured and is being held in the plaza. Both teams are tasked with rescuing him from the insurgents and taking him to the extraction point. The first team to carry the tank commander to the munitions depot extraction point completes the objective.

There isn't much to winning this one. Get to the tank commander first. Have one member of your team carry him to the extraction point while the other plays defense. Remember the zigzagging movement technique.



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2. RESCUE POW IN MANSION/RESCUE POW IN WORKSHOP

The POW can be found in either the mansion or the workshop. Once a team locates the POW, they must escort him to the marketplace extraction point to complete this objective.

Again, the hostage cannot be killed, so feel free to clear the room of any enemies before entering. Use GPS to see the hostage's location and throw some grenades into the room before entering. This kills any enemies near the hostage, and if the opposing team has beaten you to the punch, this ensures that they drop the hostage and once again make him available for pickup.

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3. PROTECT/DESTROY THE ROCKETS

A cache of advanced rockets has been found in the area. The first team to reach the rockets is tasked with protecting them, while the other team is tasked with ensuring their destruction.

Again, don't be overeager when it comes to defend/destroy objectives. Being first to arrive at these rooftop locations doesn't get you any bonuses. Allow the other team to arrive to the weapons first and become the rocket defenders. Then simply find a location near the buildings and use a sniper rifle to destroy the weapons. If your team is the one trying to destroy the weapons, you have an advantage because you are shooting at a stationary target. The defending team, on the other hand, is trying to fight off a mobile attacker. Shoot the weapons with a sniper rifle, move around a little, and then shoot again.

4. RESCUE HOSTAGE IN BUNKHOUSE

A Hostage is being held in the Bunkhouse by the insurgents. Both teams are tasked with rescuing him, but each team has a separate extraction point. Team A is instructed to take the hostage to the weapons cache extraction point, while Team B is instructed to take the hostage to the workshop extraction point. The first team to take the hostage to their extraction point completes the objective.

In extraction games, many players camp near the extraction point and kill the opposing player carrying the hostage just as the player is about to drop him off. They then run in, pick up the hostage, and carry him a short distance for the easy win. This strategy may be effective in other extraction objectives, but this is not the case for this game, due to the presence of two, team-specific extraction points. Stealing the hostage just as he is about to be turned in to the opposing team's extraction point doesn't help you much because you must travel to the other end of the map to reach your own extraction point.

5. PROTECT/DESTROY THE CHEMICAL WEAPONS

A cache of chemical weapons has been found in the area. The first team to reach the chemical weapons is tasked with protecting them, while the other team is tasked with destroying them. Use the same tactics that you did with the rockets. Let the other team gain control of the chemical weapons, then destroy them to earn your reward.

TIP

GETTING OFF TO A GOOD START IS CRUCIAL AND CAN SET THE PACE FOR THE ENTIRE ROUND. ONE EASY WAY TO DO THIS IS TO KNOW YOUR INITIAL SPAWN POINTS AND HOW TO USE THEM TO SNEAK-ATTACK YOUR OPPONENT. BOTH TEAMS START VERY CLOSE TO EACH OTHER NEAR THE NORTHWEST CORNER OF THE WORKSHOP. WHEN THE ROUND BEGINS, DO NOT RUN FORWARD. INSTEAD, TURN AROUND AND CUT THROUGH THE CORNER OF THE WORKSHOP, THEN ATTACK YOUR OPPONENTS FROM BEHIND. THIS ALLOWS YOU TO INCAPACITATE YOUR OPPONENT AND SET THE TONE FOR THE ROUND.

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1. GATHER INTELLIGENCE IN MUNITIONS DEPOT
2. GATHER INTELLIGENCE IN BUNKHOUSE
3. GATHER INTELLIGENCE IN MANSION
4. GATHER INTELLIGENCE IN WORKSHOP
5. GATHER INTELLIGENCE ON OUTHOUSE ROOFTOP
6. GATHER INTELLIGENCE IN OUTHOUSE
7. GATHER INTELLIGENCE ON BUNKHOUSE ROOFTOP
8. GATHER INTELLIGENCE ON THE BALCONY
9. GATHER INTELLIGENCE IN MANSION BASEMENT
10. GATHER INTELLIGENCE IN PATIO
11. GATHER INTELLIGENCE IN MANSION ROOFTOP
12. GATHER INTELLIGENCE IN MUNITIONS DEPOT
13. GATHER INTELLIGENCE IN WORKSHOP
14. GATHER INTELLIGENCE IN WEAPONS CACHE
15. GATHER INTELLIGENCE ON PORCH



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2. BLOW UP THE ROCKETS

There are two different rockets which must be destroyed. In order to do this, you have to shoot the rockets' "weak spots" several times. The rockets rise up out of the ground once this objective is active. Stay away when the rockets blow since anyone near the silo area will take damage from the resulting explosion.

3. KILL THE FACTORY MANAGER WITH THE RPG

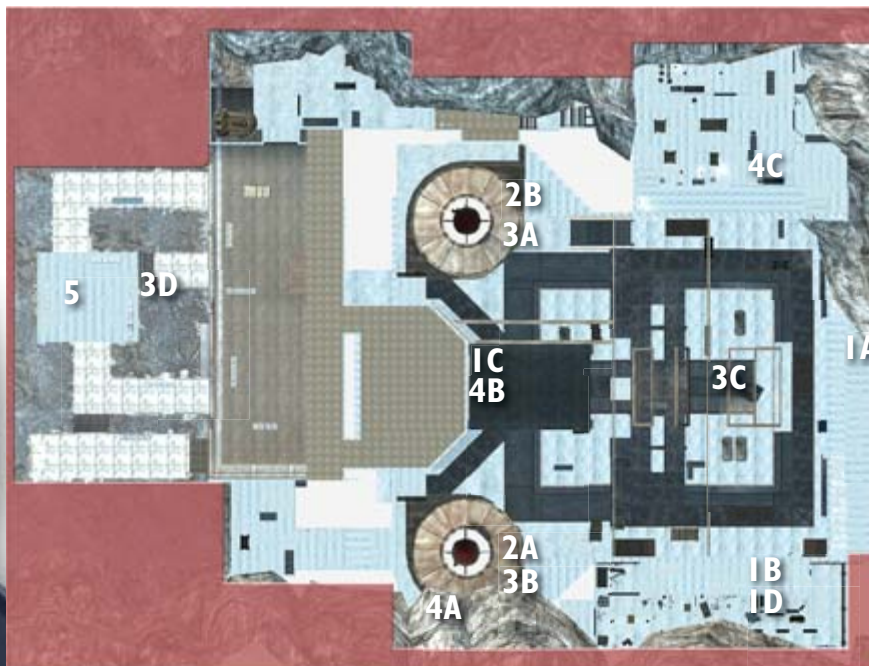
Armed with an RPG, this heavy soldier is tough to kill, so you and your partner will have to come at him from different directions so one of you can hit a flank. There are four locations where this enemy can spawn—the North Silo, the South Silo, the Main lower area, or the Helipad.

4. DESTROY THE GUIDANCE CHIPS

There are three different missile guidance systems which must be destroyed. They are located in the South Silo side room, the Main Control room, and the upper storage room. While this may not seem too difficult, each is guarded by a heavy soldier. Remember to flank to kill these guys.

5. DESTROY THE HOVERCRAFT

A hovercraft will appear on the water near the helipad. It is manned by two heavy soldiers. You can either fire on the hovercraft to destroy it, or kill the two heavies—either method will accomplish this objective.



BOUNTIES

1. KILL THE INSURGENT LEADER

The leader spawns in one of four locations: the East Control room, South Control room, Main Control room, or the Torture room.

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EXTRACTION

1. RESCUE THE SSC AGENT FROM PRISON

The Agent can be found in the lower side rooms in the southeast. The extraction point can be one of three locations to the north, west, and east.

2. EVACUATE THE SCIENTIST

The scientist is located in an upper side room in the northeast corner of the map. Be careful when approaching since enemy soldiers will rappel down on ropes from the ceiling vent to try and stop you. Once you have the scientist, get him to the designated extraction point. This can vary between three different locations randomly.

3. DEFEND/DESTROY CHEMICAL WEAPON

A door will open in the room underneath the main control room to reveal the chemical weapon. The first team to arrive must defend the weapon for 60 seconds while the other team tries to destroy it. If the weapon is destroyed, it will release a toxic gas into the room, so get out or you will take damage until the gas disperses after about 10 seconds.

4. DEFEND/DESTROY WARHEAD

This warhead will appear on the helipad. Whichever team gets to it first is the defender and must protect it for a minute while the other team tries to destroy it during that time period. If the warhead is destroyed, the poisonous gas covering the helipad will cause damage for about 10 seconds.

5. DISABLE FUEL PUMPING SYSTEM (5 PARTS)

The players must go to five different locations and disable the fuel pumping system by using a switch. This will cause flames to jet from an adjoining vent, causing damage to anyone it touches. Watch out for the heavy soldiers guarding each of these locations.



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SECONDARY OBJECTIVES

1. GATHER INTELLIGENCE IN UPPER STORAGE ROOM

2. GATHER INTELLIGENCE IN PRISON ELEVATOR ROOM

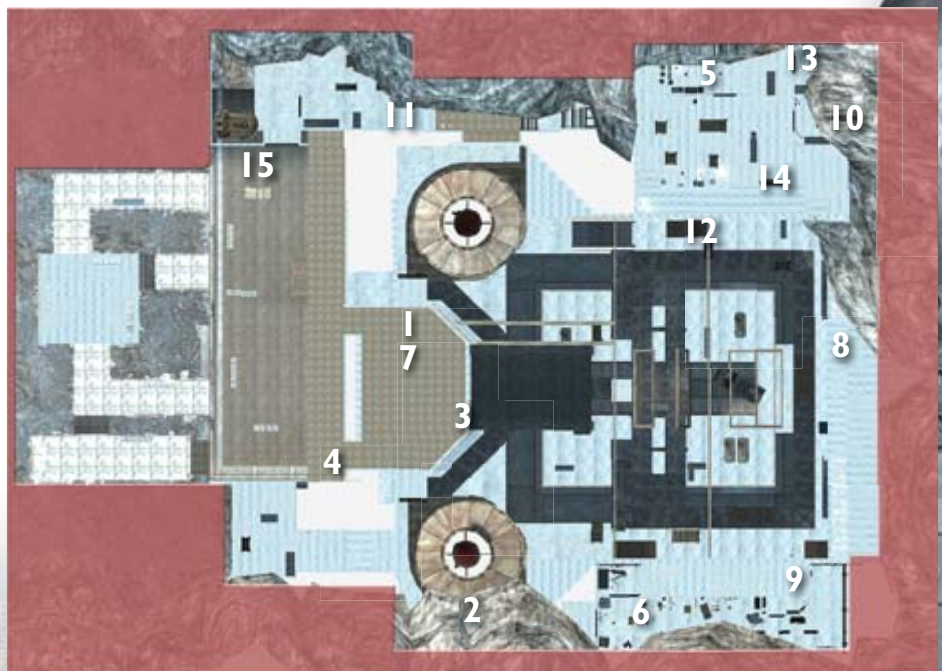
3. GATHER INTELLIGENCE IN MAIN CONTROL ROOM

4. GATHER INTELLIGENCE NEXT TO MAIN TRUCK ENTRANCE

5. GATHER INTELLIGENCE IN TORTURE ROOM

6. GATHER INTELLIGENCE IN SOUTH SILO SIDE ROOM

7. GATHER INTELLIGENCE IN MAIN CONTROL ROOM



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8. GATHER INTELLIGENCE IN ROOM UNDER MAIN CONTROL ROOM

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9. GATHER INTELLIGENCE IN LOWER STORAGE ROOM

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10. GATHER INTELLIGENCE ON SEAWALL, NEAR THE TURRET

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11. GATHER INTELLIGENCE IN MAIN ROOM, BEHIND STAIRS DOWN TO NORTH SILO

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12. GATHER INTELLIGENCE IN UPPER STORAGE ROOMS, OUTSIDE CEILING-VENT-ROOM

13. GATHER INTELLIGENCE IN UPPER STORAGE ROOM

14. GATHER INTELLIGENCE IN STORAGE ROOMS, NEXT TO STAIRS DOWN TO SHOOTING GALLERY

15. GATHER INTELLIGENCE IN LOWER SEAWALL AREA

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1. ASSASSINATE THE ENEMY COMMANDER

The commander is an elite soldier who can be found at one of three random locations—the alley, the rooftop, or the house. However, if three other objectives have already been completed, the commander will change to a heavy soldier, making it tougher to kill him.

2. DESTROY THE JEEP

The Jeep can be found on the main street. The first team to destroy it completes this objective and earns the cash.

3. KILL THE CHECKPOINT GUARD

These enemy soldiers appear in three different locations along the streets. Clear one area to cause the second and then third guards in this objective to spawn.

4. KILL THE SNIPERS

Snipers will appear randomly in the balconies on the rooftops at two different locations. Kill them both to cash in.

5. DESTROY THE HIND

The helicopter gunship will hover over the ocean to the south. However, as you are trying to shoot it down, watch for enemies soldiers to come at you from the alley.

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1. ESCORT THE SSC AGENT FROM THE HOTEL

Pick up the Agent at the hotel entrance and then get him safely to one of two locations before the other team can kill him.

2. ESCORT THE MIA TARGET FROM THE APARTMENT

The MIA can be found on either the first or second floor alley apartments. He must then be escorted to one of four randomly chosen extraction locations to complete this objective.

3. DEFEND/DESTROY MUNITIONS

The munitions are located on the second floor of the apartments. Get there first to defend them from the other team. The second team must then try to destroy the munitions.

4. DEFUSE CHEMICAL WEAPON

This is another objective where the first team to get to the roof of the house where the weapon is located must defend it while the other team tries to eliminate the defenders so they can defuse the bomb before time runs out.

5. EXTRACT THE MIA PILOT

The pilot is in the second floor apartments. Each team must try to escort him to a different extraction location.

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1. GATHER INTELLIGENCE IN THE FIRST FLOOR APARTMENTS
2. GATHER INTELLIGENCE IN THE SECOND FLOOR APARTMENTS
3. GATHER INTELLIGENCE IN THE FIRST FLOOR OF THE HOUSE
4. GATHER INTELLIGENCE AT WEST MAIN STREET
5. GATHER INTELLIGENCE UNDER THE DECK OF THE HOUSE
6. GATHER INTELLIGENCE ON THE BALCONY OF THE HOTEL
7. GATHER INTELLIGENCE IN FRONT OF THE HOTEL
8. GATHER INTELLIGENCE EAST OF THE HOTEL
9. GATHER INTELLIGENCE BY THE MARKET
10. GATHER INTELLIGENCE BY THE OVERPASS
11. GATHER INTELLIGENCE BY THE BEACH HOUSE
12. GATHER INTELLIGENCE ON THE BOARDWALK
13. GATHER INTELLIGENCE BY THE BOARDWALK
14. GATHER INTELLIGENCE ON THE ROOF OF THE HOUSE
15. GATHER INTELLIGENCE ON THE EAST ROOF

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PRIMARY WEAPON KITS

KIT NAME	WEAPON	DAMAGE RATING	ACCURACY RATING	CLIP SIZE	RESERVE SIZE	AMMO COST	SPECIAL WEAPON
Vanilla	AK-47	50	70	30	150	\$1,500	M14
The Mullet	M3 Super 90	60	47	8	40	\$1,500	M14
Rock n' Roll	S-SYSTEM	56	80	30	150	\$2,000	MSG-90
spray and Pray	FSPS-12	60	43	8	40	\$2,000	M14
The Bully	AUG	70	100	30	150	\$2,500	DSR-1
Heavy Metal	M249 SAW	80	75	60	300	\$2,500	MSG-90
Hell on Wheels	FELIN-2C	90	100	30	150	\$3,000	MSG-90
The 5th Horsman	M134	100	60	200	800	\$3,000	RPG-7

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SPECIAL WEAPON STATS

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WEAPON	DAMAGE RATING	CLIP SIZE	RESERVE SIZE
M14	20	5	50
MSG-90	40	5	50
DSR-1	60	10	50
SVD	90	5	50
RPG-7	100	1	5

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REWARDS

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OBJECTIVE	CASH VALUE
Kill opponent	\$3,000
Kill second opponent	\$6,000
Kill grunt soldier	\$1,000
Kill elite soldier	\$2,000
Kill heavy soldier	\$3,000
Kill teammate	-\$5,000
Kill yourself	-\$5,000
Pay for revive	-\$10,000
Primary objectives	\$100,000 +
Intelligence objectives	\$30,000 +



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APPENDIX

XBOX 360 ACHIEVEMENTS

ACHIEVEMENT	REQUIREMENT	GAMERPOINTS
Alright. Who Wants Some?	Kill 250 enemies total using SMGs.	20
Beast with Two Fronts	Kill 50 enemies total in back-to-back.	20
Big Boom Big Bada Boom	Kill 25 enemies total using RPGs.	20
Dead Man's Hand	Kill 150 enemies total using handguns.	20
Elite PMC	Complete all missions on Hard difficulty.	40
Fear Is the Mind Killer	Spend 1 minute straight at full aggro.	45
Fission Mailed	Kill 25 martyrs by shooting the bomb packs on their chests.	20
Flip You Flip You For Real	Kill 50 enemies total using the melee attack.	20
Stonewall	Kill 30 enemies using the riot shield melee attack.	30
I Ain't Got Time to Bleed	Complete a mission without losing all of your health and needing to be healed.	30
If I Were a Rich Man	Earn one million dollars in total over the course of campaign mode.	40
If It Bleeds We Can Kill It	Kill 25 heavy armor enemies.	30
Man of Many Masks	Purchase every mask variant.	30
Mission 1 Complete	Complete Mission 1 on Normal or greater difficulty.	15
Mission 2 Complete	Complete Mission 2 on Normal or greater difficulty.	15
Mission 3 Complete	Complete Mission 3 on Normal or greater difficulty.	15
Mission 4 Complete	Complete Mission 4 on Normal or greater difficulty.	15
Mission 5 Complete	Complete Mission 5 on Normal or greater difficulty.	15
Mission 6 Complete	Complete Mission 6 on Normal or greater difficulty.	15
My Virtual Friend	Complete all missions with the partner AI.	35
One Shot One Kill No Exceptions	Kill 100 enemies total using sniper rifles.	20
The Sleeper Has Awakened	Revive your partner 25 times total using CPR.	30
Say Hello to My Little Friends	Purchase the MP7, M134, DAO-X Protecta, MGL MK-X, and the M107 Light Fifty.	45
Sevensixtwo Millimeter	Kill 250 enemies total using assault rifles.	20
Spray and Pray	Kill 250 enemies total using machine guns.	20
Starting a Riot	Kill 50 enemies total in co-op riot shield.	30
This Is My Boom Stick	Kill 250 enemies total using shotguns.	20
Two Eyes are Better Than One	Kill 5 enemies total using co-op snipe.	35
Running Man	Kill 75 enemies while in the stealth mode of overkill.	30
L'Abattoir	Kill 100 enemies while in the power mode of overkill.	30
Collect All Cases	Collect all of the information cases in the entire game.	40
Hit and Run	Kill 30 enemies by running them over with a vehicle.	15
Get Back to Work	Revive your partner using healing or CPR 50 times total in online versus matches.	15
Escort Service	Complete 15 escort objectives in online versus matches.	15
Surviving the Game	Complete an online versus match without ever needing to be revived.	25
Retirement Savings Plan	Earn one billion dollars in total in online versus matches.	40
One Gun Is Enough	Win an online versus match without purchasing any additional weapons.	35
Boots on the Ground	Finish playing a versus ranked match.	10
Can Opener	Kill 100 heavy armor enemies in online versus matches.	15
Devils in the Details	Complete 20 minor objectives in a single online versus match.	20
Total		1,000

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PREVIEW OF PRIMA'S *ARMY OF TWO: DIRTY MONEY*

GRAPHIC NOVEL BY JOHN NEY RIEBER AND BRANDON MCKINNEY

















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